



Casket Works

Issue **3**

Fall '99

REAPER MINIATURES PRESENTS

CASKET

WORKS



The Dire-Dead Have Arrived!

IN THIS ISSUE!


**DHA
Update!**

REAPER Movie Review
of "The 13th Warrior"

**PART II OF
THE KARGIA HUNT**

**Plus....
NEW MINIATURES!**




REAPER
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DRAGONS DON'T SHARE!

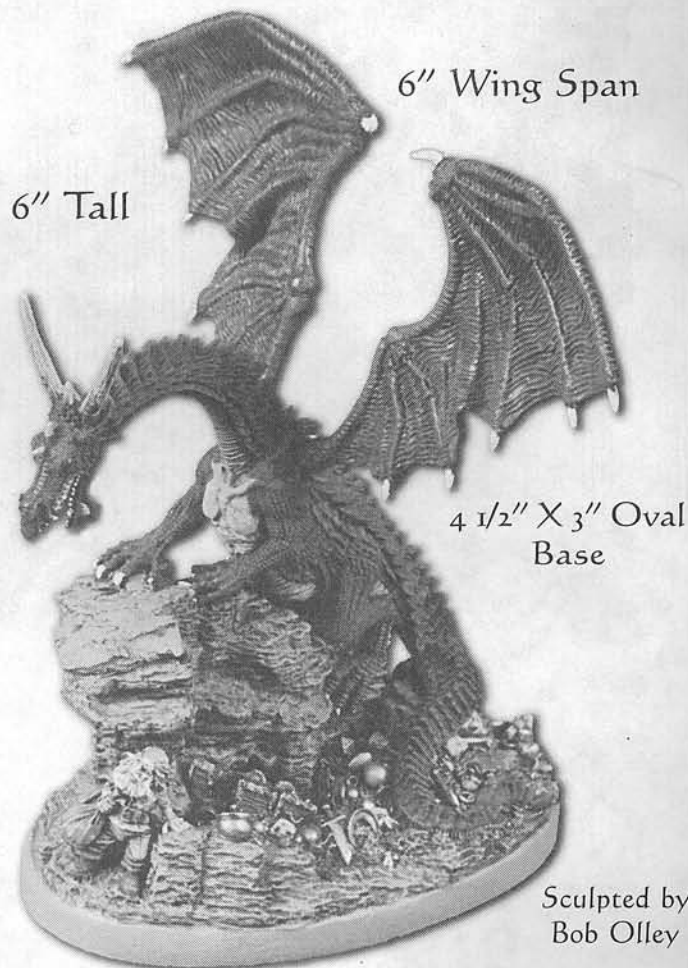
Listen well my weary traveling friend,
to a tale adventurous, sad and bold;
of our hero Digger McGee's tragic end,
and the theft of Nathavarr's ancient gold.

He was a weaver of stories such as I,
a finder of treasure from dungeons deep.
Digger found the drake's lair on mountain high,
and chanced upon the dread wyrm in its sleep.

Digger was a dwarf stealthy, swift and strong,
dreaming himself rich from robbing the drake,
quick he ran from whence he did not belong,
he laughed under breath and caused it to wake.

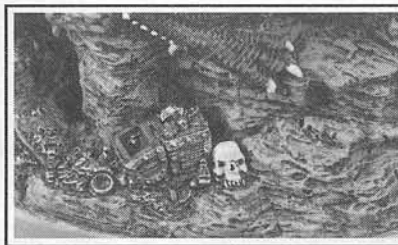
No twinkle of eye where mirth once did live,
ashes now, what was once bone and hair,
no greater admonition did he give,
the final lesson is: Dragons Don't Share!

-Amroth Starlight 986NA



✧ Digger McGee ✧

Photos courtesy of the
McGee Estate



Treasure Hordes



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Kargir

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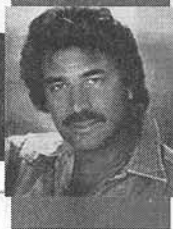
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Included in the box:

A complete illustrated book covers all aspects of the game and the world of Avalorr. Two ten-sided dice, eight models and a quick start sheet allowing you to begin play immediately. Also included is a short novel that chronicles the exploits of two cavaliers as they travel the world, searching for secrets of the "Reapers of the Apocalypse."

JETSAM & FLOTSAM

OUR EVIL HOLIDAY ISSUE



Ahh, October. Fall is the time of year when the leaves on the trees turn a beautiful golden brown, the air is crisp, and we break out our long-sleeved shirts and jackets. What a great time of year...

Wait a minute, we're in Texas! That means the leaves are still green, it's ninety-two degrees outside, and we're still wearing shorts and t-shirts. What the hell is wrong with this picture? We should be building fires in the fireplaces and watching our breath form in the cold air!

You get used to it. But it doesn't feel like fall yet. You guys up in Pepperidge Farms country better enjoy it, cause we're still feeling the heat down here!

Okay, enough ranting. It is fall though, and that means the holiday season approacheth. Halloween is first, then Thanksgiving (yum!) and finally Hanukkah, Christmas and New Years. This is the time of year when gamers game.

In honor of fall and the upcoming holiday festivities, we at Casket Works bring you new miniatures and new scenarios for Dark Heaven Apocalypse. Our motto for last summer still applies this fall: Screw those card games! Let's push some lead around! Pokewhat? Get outta here!

Rage...receding...calming...down...regaining...composure...

There. Sorry about that. Back to what I was saying before. Fall is a great time for all of us to paint up some great new figures and study up on those rules. Dark Heaven Apocalypse is a ton of fun. (Whaddaya mean you haven't tried it? What are you waiting on?)

So when you sit on Santa's lap this season, tell him what you want. Not that, you freaks! You know what I mean, a copy of DHA. It doesn't exactly fit in a stocking, but it looks great under old Tannenbaum.

Happy Holidays!

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Ron
Reaper Extraordinaire

Casket Works
Issue 3
October - December

REAPER MINIATURES

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Reaper Miniatures is here for people who love gaming. Our in-house magazine, Casket Works, is aimed at people with a love of miniatures, and a passion for gaming, with or without miniatures. Our goal is to stroke our egos and at the same time be innovative in the gaming industry. We love to have fun, create new things, push ourselves, make awesome figures, and embarrass the other companies with what we can do. Oh, and Ron really is a donut!

We hope we accomplish what we set out to do, and if along the way we're lucky, maybe we'll even get you to crack a smile.

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- All models are sold and supplied unpainted and unassembled -
- This requires some glue and paint on your part -

This magazine, catalogue, and humor was brought to you by many nights of buffalo wings, beer, porn (I meant Ron), many hours of Monty Python, and a general lack of sleep. Realize that comments made in this pulp are for everyone's general amusement. If you get the joke, great! If you don't, well we can't help it if you're slow. Don't take this stuff too seriously, and don't forget to soak beans before you cook them. We'd like to thank our customers, fans, families, pets, PCXL, the nectar of the gods - beer, and our competitors. Let's face it, if you guys weren't doing your job like you are, we wouldn't look so good. Thanks, and read responsibly!

More info on Reaper's RPG!—

We caught up with CW editor Ron Hawkins and asked him to give us the scoop on the new Reaper RPG. "Well, we're still working on it. The rules are essentially done, we just need to go and polish up a few things." When we asked for a few more tidbits of info, he told us, "It's a skill based system, rather than a level based one. We plan on doing a players guide and a game masters guide, followed up with a sourcebook for the city of Farkeep. Soon after, we'll have a campaign world book based on the land of Adon where DHA is set. Adventures and miniatures will be released every other month to support the whole rpg system." Be here for CW#4 in January for a peek at some of the art going into the players guide.

Going to the Chapel—

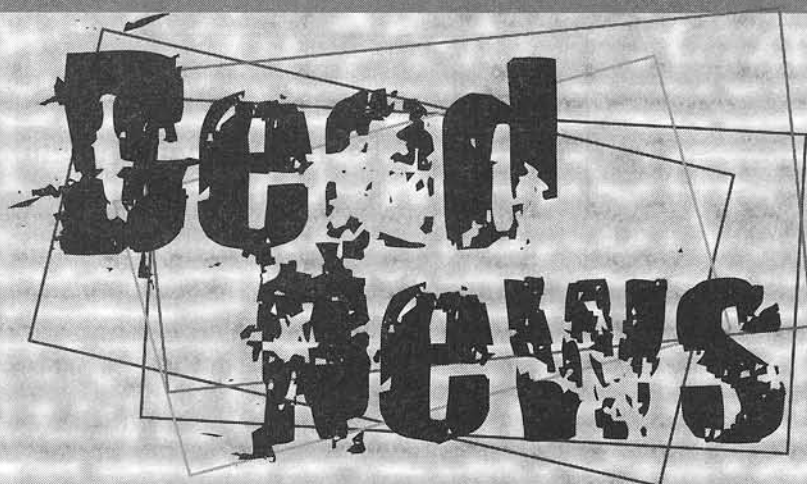
Well, it's official. On October 16, 1999, Robert "Warmaster" Allen is—you guessed it—getting married! It goes without saying that Rob will be a busy man over the next couple of weeks, so we're giving him a break from working on the next installment of "The Kargir Hunt". (Trust me. After all of this is done, I'm chaining him back up to the Wheel of Pain and gonna work his butt off! — Editor) All of us here at Reaper wish Rob and his lovely bride Rida many years of peace and prosperity.

We're looking for a few good artists—

Reaper is now accepting submissions for art. If you think you've got what it takes, send all submissions to:

Reaper Miniatures
Attn: Art Dept.
PO Box 293175
Lewisville, TX 75029

Please do not send your original art, photocopies only. Submissions cannot be returned unless accompanied by a SASE.



Reaper goes to NATO—

If you are in the Atlanta area during the weekend of November 12-14, stop and check out the NATO Gaming Convention at the War Room in Norcross. Reaper Herald Steve Keith will be running the Battle of the Bloody Coast from Casket Works #2. Trust us, Steve's been painting orcs and humans for a few weeks and working on terrain as well. Call the War Room at 770-729-9588 for more details. We'll have a full report in Casket Works #4!

The Gold Rush is a Go!—

During our last DHA gaming session, we decided to play a little scenario called "The Gold Rush". This is a scenario that Big Ed Pugh designed where several players command a small squad of miniatures. Basically, the objective is to gather up a bunch of gold scattered across the table while wiping everybody else out. Let's just say a bloodbath ensued, pitting ten Reapers against each other. When all of the carnage and destruction was over, the last one standing with only one single miniature and tons of gold was Reaper Price (I was robbed! — Editor). Congratulations Price! We'll have a full report in Casket Works #4.

Reaper's Miracle Painters

"We don't know how they do it!"

Les Arends of
Custom Miniature Painting

Mike Bisignani of
Mike Bisignani Painting

Matt Clark of
Minis by Matt

Alex Glocka of
Custom Miniature Painting

Kim Hartman of
Paintbrush Wizard

Gauth is Coming!—

In November, get ready to see the most amazing dragon miniature that you've ever seen! Sculpted by Jim Johnson, Gauth is a foot tall to the tip of his wings and packs a ton of attitude. If you play DHA or if you just love great dragon models, you gotta get Gauth! Flip to the back cover to get an eyefull!

RPWire...This just in....

...Reaper to dominate industry with upcoming paint line. Representatives quoted as saying, "This ain't your father's paint line!"

...Witnesses confirm large shipments of iron ore and other mithril type metals flowing in and out of Reaper Inc. This coincides with "secret" discussions that Bill Gates, Craig Barrett, and Dr. Evil held with Ed and Dave Pugh last week. The market is speculating that this has something to do with CAV.

...Ron found dressed in Ewok costume for upcoming Halloween party. Ron was quoted sputtering, "How'd this get on me?!"

...New Reaper figures coming out of Europe! Does this mean another new and awesome sculptor is being added to the already impressive list of Reaper Sculpting Gods?

...Reaper blames CW Grand Poobah, Mike, for delay of CW #3, citing "he's a putz that raises hairless ewoks!" Mike was unavailable for comment.

...Dave whines because no one emails him anymore. SO, if you've got time....reaperdav@aol.com.

The Kargir Hunt

by Robert E. Allen III

Part 2, "The Fight for Gildur Plain"

Casket Works and Reaper Miniatures are proud to present part 2 of "The Kargir Hunt", a multi part campaign for use with Dark Heaven Apocalypse.

Designer Robert Allen has been madly consumed with then design of this scenario, which continues the Anhurian struggle of conquest and revenge against the Orcs of Kargir. If you missed the first part, "Battle of the Bloody Coast," check out the Reaper web site to download the scenario.

The massive army led by Ta'Resk slams into the army led by Hurin the Just.

28th of Vita - Week 20 of 986

The armies of Anhur have been on the march. They have steadily moved through the lands that they once called their own, which are now a wastelands of charred ruins, uprooted trees and blasted earth. The orcs have been through these lands, and they have wreaked havoc upon them - making them more to their liking, but an affront to their former owners.

But this was going to change. Hurin the Just, champion of Anhur, has been awake for nearly three days now. He and his large army comprised of free Anhurians, Vestonians and Tellurians - and even a small unit of Templar Knights - have been on the march for nearly four weeks, at a rapid pace that has taken its brutal toll on each and every one of them. Still, no complaints are heard - all of their strength goes into the march. They do not ask for rest. They ask only for victory.

Under the command of Prince Nicholas, the forces of Free Anhur defeated the orcs at the Battle of the Bloody Coast. At a great cost was the battle won - many brave men died, and Princess Elena was badly wounded. Hurin tried not to contemplate what would happen if she succumbed to her wounds. Or what her loss would do to the morale of the troops. They loved the Princess as much as they loved Prince Nicholas. Best not to consider what might happen without them.

Three great armies marched into these lands occupied by the orcs. Along the coastline, Prince Nicholas leads his army to the north, seeking to link up with the wild men of Kjord for their support. Marching to the southeast was Lord Falco Steelcross and his army, smashing and destroying the orcs defensive line that hemmed in and trapped Free Anhur. And here, in the center, was Hurin's army, driving across the center of occupied Anhur. It was a campaign that should make all men proud - desperate men fighting to free their lands from the orcs. Were the situation not so grave, Hurin himself might have smiled at the sight of it.

They march northeast, hunting for the orc called Gragg - the architect of the widespread destruction throughout most of Anhur. Many of these men have lost loved ones to the mad ambition of Gragg Elflayer, and nearly all of them have lost their homes. If, by marching and fighting and wearing down their spirits, they can free their homeland of the orcs, then it is a price each of them gladly pays. And if they can lay to rest the ghosts of those who have been killed, they will gladly do this as well.

Hurin himself walks alone, completely silent. His lieutenants and advisors have found him a foul mood, so they leave

him to be. He knows the enormity places ahead of him. His small army is marching toward the jaws of death. A much greater army than this, under the command of the former King of Anhur, was annihilated by Gragg and his hordes of orcs at the Battle of Serpent Creek. Hurin had been there on that day, and only he and a handful of survivors escaped death or enslavement. Over two-thirds of his homeland has been occupied and savaged by the orcs, and his own family either enslaved or killed by them. He holds no illusions. Marching will not win this war for them.

Only the death of Gragg himself will.

The scouts have reported in. We near the ancient battlefield known as Gildur Plain. The scouts have seen a horde of orcs up ahead. Like so many times in the past few weeks,



Hurin faces one of the dreaded Xark Riders.

the men quickly form up into ranks, and Hurin addresses them before the battle.

"Hear me now, my friends. We have found another orcish army, and we shall give battle - to push them off of our land, this land of our families and our ancestors. I will fight until every last orc is gone from the fields of Anhur, until every trace of their foul hordes is destroyed. I will fight until Anhur is free!"

And with that, all of the men yell "Free Anhur!" until red-faced and sore-throated. Yet they will not need their throats for the upcoming battle - all they need is the steel of their blades and the iron of their courage.

—From the records of Soleen Iker, 2nd Circle Chronicler

In the center of Kargir-controlled Anhur, the army of Hurin has come hunting for Gragg Elfslayer. Kill the head and the body must die - or so the Anhurians believe. And, perhaps, given the squabbling, tribal nature of the orcs, they may indeed be correct. The death of Gragg may well leave the orcish armies without a head, and turn them against one another as Gragg's lieutenants fight over leadership. Such an occurrence would leave the door open for the Anhurians to retake their lands.

"Marching will not win this war for them...the death of Gragg himself will."

Yet Gragg is no ordinary orc - he possesses intellect far greater than is gifted to his kind, coupled with the cunning and brutality inherent to all orcs which makes them so fearsome. Gragg knows too well what would become of all of his gains if he were to die now. Whereas he is a great visionary, those who follow him lack such ambition and intellect. His loss would be their loss, and his great empire and conquest would fall apart. He needs to crush all who oppose him in order to truly make Anhur his own and to leave the orcs as masters here. His work is not yet done - and he has no intention of leaving this world with his work unfinished.

THE FIGHT FOR GILDUR PLAIN

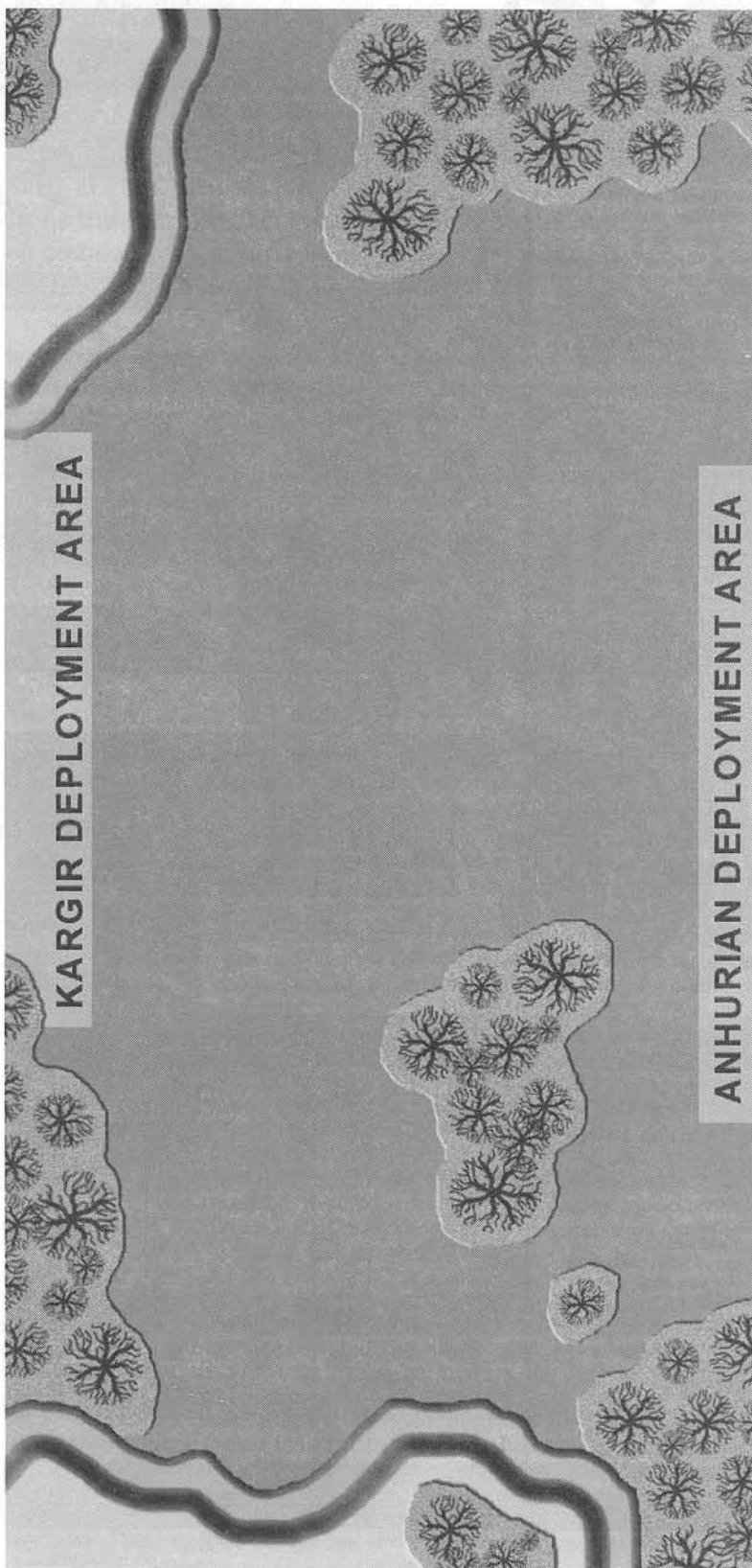
In the center of Anhur lies the location of an ancient battlefield, where a battle was fought by the pre-Anhurian humans against the Skoli. The exact events of that battle are not recorded - merely that thousands of men died on that day, fighting against the Skoli near the end of their empire. The plain is named for the then commander of those men - who was, if the stories are true, killed during the fighting.

Since that time, Gildur Plain has been largely avoided. The Anhurian people give it a wide berth, as tales of the risen dead abound. Several Anhurian kings have attempted to investigate such tales, and never found evidence to support it. Nevertheless, no village ever sprang up close to it, nor did any farmer attempt to raise their crops upon it. And, oddly, though most of the bones of those who fought there have long turned to dust, little grows on Gildur Plain.

The orcs, not being overly an overly superstitious lot, have chosen to mass near Gildur Plain. Ta'Resk himself has come here to face the army of Hurin, and he is eager for the coming battle. Ta'Resk has had a constant stream of information from scouts about the humans marching virtually un-

opposed - and the few battles they have fought were utter routs for the orcs. That would end today. Ta'Resk rubbed his calloused thumb against his blade, and as the droplets of blood fell to the ground, he barked out the order to form up.

"Sons of Kargir, you know why we are here. The humans are on their last breath, and we will choke it out of them. They are moving forward to meet their destiny, and it is us. Do not disappoint them - kill them all! Death the humans! For Gragg! For Kargir!"



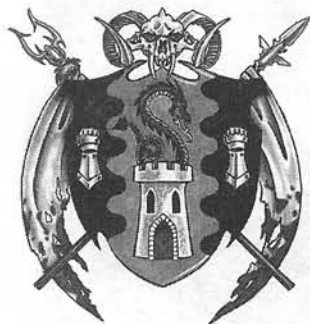


ANHUR

Victory Conditions: Anhur wins if it is able to completely wipe out the orcs. If Anhur can kill Ta'Resk, then the orcish army is crippled, but not dead.

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
Hurin the Just Anhurian Champion <i>Skills:</i> +2 to Close Combat	4	8"	9	+13	4	-	-	-	+3	-	+1	5	8	-	-	-	-	290	2308
Gwendalyn the Healer Spellcaster <i>Enchantments:</i> Robe: +5 to Ranged Defense	2	12"	7	+2	1	-	-	-	+5	+0	+0	-	8	-	-	6	-	418	2035
Hurin's Bodyguards (10) Fanatics with 2 Swords	3	10"	9	+4	1	-	-	-	+1	-	-	-	-	-	-	-	-	340	2345
Diamond Company (10) Men at Arms with Sword	4	8"	7	+4	1	-	-	-	+2	-	-	-	-	-	-	-	-	340	6023
Glory Company (10) Men at Arms with Mace	3	10"	6	+2	1	-	-	-	+1	-	-	-	-	-	-	-	-	220	6002
Sabre Cavalry (Tellurian) (10) Mounted Warriors	2	16"	7	+4	1	-	-	-	+2	-	-	-	-	-	-	-	-	390	2346
Thunder Unit (Vestonian) (10) Men at Arms with Crossbows	2	12"	5	+0	1	+0	20"	-	+0	-	-	-	-	-	-	-	-	330	6025
Lightning Unit (10) Men at Arms with Crossbows	2	12"	5	+0	1	+0	20"	-	+0	-	-	-	-	-	-	-	-	330	6025
Holdfast Company (10) Men at Arms with Spears	4	8"	6	+4	1	-	-	-	+2	-	-	-	-	-	-	-	-	300	6004
Wall Company (Vestonian) (10) Men at Arms with Spears	4	8"	6	+4	1	-	-	-	+2	-	-	-	-	-	-	-	-	300	6004
Hands of Justice (6) Templar Knights with Maces	4	10"	9	+11	4	-	-	-	+3	-	+1	5	1	-	-	-	-	642	2178

TOTAL POINTS 3900



KARGIR

Victory Conditions: Kargir wins if it destroys the humans. If Hurin and Gwendalyn are killed, Anhur suffer a major blow to their morale, weakening the army.

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
Ta'Resk Warlord of South Kargir <i>Skills:</i> +3 to Close Combat <i>Enchantments:</i> Armour: +3 Magic Defense	4	8"	9	+16	4	-	-	-	+4	-	+4	20	7	-	-	-	-	290	2356
Surkar Warlock <i>Enchantments:</i> Robe: +2 to Ranged Defense +2 to Magic Defense	2	12"	7	+2	1	-	-	-	+2	-	+2	-	7	-	-	6	-	374	-NYR-
Ta'Resk's Bodyguards (20) Black Orcs	3	10"	6	+5	1	-	-	-	+2	-	+1	-	-	-	-	-	-	720	2321
Malark's Bows (15) Orcs with Bows	3	10"	6	+2	1	-1	20"	-	+1	-	-	-	-	-	-	-	-	570	6016
Xark Riders (4) Orcs on Scorpions	3	10"	-	+18	9	-	-	-	+8	-	+2	-	-	-	-	-	-	1136	2212
Bloodskull Warriors (15) Orcs with two-handed Axes	3	10"	6	+4	1	-	-	-	+1	-	-	-	-	-	-	-	-	450	6027
Redfists (15) Orcs with Spears	3	10"	6	+3	1	-	-	-	+1	-	-	-	-	-	-	-	-	390	6026

TOTAL POINTS 3930

miniatures SPOTLIGHT

This article sponsored by PEWTER.
"Forming figures for hundreds of years!"

Welcome to the Miniatures Spotlight. This section of Casket Works is designed to give a little background on some of the miniatures in the Dark Heaven line. Sometimes, we'll even give the sculptor's thoughts on the piece as they were working on them. And sometimes we won't. You'll just have to take it as it comes. So, without further adieu, here we go!

Fenris is a savage vampire warrior who has laired in Adon for several centuries. He stands nearly seven feet tall and cloaks himself in the furs and leathers worn by the Kjordmen of northern Adon. Those who might confuse Fenris for a Kjordman are horrified when they approach him - for upon closer inspection, his bone white skin and glowing red eyes signal his true nature. He typically goes into battle with his broadsword and battle axe, but he is more than capable of tearing a man limb from limb with his bare hands - or worse. With the advent of the Dark Heaven, he has been summoned by the vampire warlord Stefan von Kruger to serve as his champion in Ritterlich. Unknown to even von Kruger, however, is Fenris' secret lair in the Frost Mountains of Kjord. Here, he stalks the Kjordmen as worthy prey.

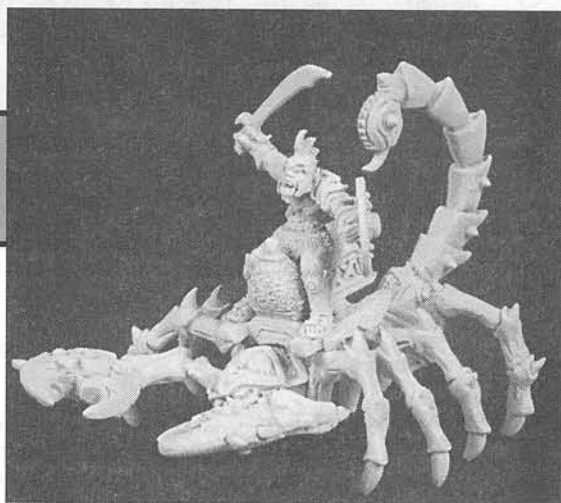
Fenris the Pale #2290
by Jim Johnson



Michelle Dancingblades #2031
by Sandra Garrity




Orc on Scorpion #2212
Orc by Sandra Garrity
Scorpion by Bob Ridolfi



The giant scorpions of Adon are terrible monsters with large pincers capable of crushing an armored man instantly, as well as stingers that can inject venom with alarming lethality. Coupled with their chitinous exoskeletons (as strong as dwarven steel), brutal attacks and aggressive temperaments, giant scorpions are rightly feared. If any single race could ever hope to train and ride them, it would be the orcs. During the late stages of the Skoli Empire the orcs learned the secret of training scorpions as mounts from the Skoli. Over the centuries, the orcs have mastered the use of scorpions as mounts in battle. Only their bravest warriors however, can earn the right - for scorpions are not friendly to their riders, and the slightest error will result in the rider's death. However, the effectiveness of this powerful cavalry cannot be underestimated - only the bravest soldier will stand his ground when faced with the charge of the orc scorpion cavalry. Even if the orc riding the scorpion should be killed, the scorpion will continue to fight its opponents until the scorpion itself is dead.

Michelle Dancingblades is a beautiful yet unquestionably evil assassin who makes her home in the city of Port Gangrel in Taltos. Michelle grew up in the streets and back alleys of Port Gangrel, where lying, cheating and stealing were required skills in order to survive. But where some learned them well enough to get by, Michelle excelled with no equal. As Michelle grew older, she joined the thieves' guild, where she used her exceptional skills and seductive charm to quickly rise through the ranks. She is currently making plans to depose of the current guild master with the help of her accomplices Torin the Stealthy and Eli Quicknight. Once she is firmly in control of the guild, she plans to discreetly eliminate her cohorts - never trust a thief, especially when you are a thief. This cold, manipulative woman should not be trusted (or crossed) under any circumstances. She gained her nickname "Dancingblades" when she acquired a matched set of magical daggers from a Malvern Inquisitor - whom she tricked and poisoned while visiting Kaladis. These daggers are forged from blue steel and have star sapphires set in the pommels. In combat, she is able to release the daggers in mid-air where they will attack on their own until Michelle calls them back to her. It is widely suspected that these blades are magically poisoned, because no one has lived to tell the tale of being struck by them. These daggers are her two or her most prized possessions, and she would go great lengths to recover them if they were ever lost.



the Battle at Bannock Ridge

"The Battle of Bannock Ridge" is a basic scenario for Dark Heaven Apocalypse. When we asked Robert Allen to write us a scenario for our fall issue of Casket Works, he jumped at the chance. "I thought that I'd go with a Halloween theme and use the Dire-dead," he says. "That, and I get a chance to use all those cool highlander miniatures!" So strap on your claymore and let's get going!

Reaper Goes Bezerk for "The 13th Warrior"

Mid September found the staff of Casket Works at our local cinema for a evening of delight and surprise. And boy were some of us surprised! After the movie the debate raged over whether it was worthy of the film it was on. Which of course led us to IHOP and an all night discussion. Very typical for this staff.

On the slaughtering block this time is "The 13th Warrior" starring Antonio Banderes. Here's what the local yo yo's from Casket Works had to say.

Ron: "Thought it was great! Hollywood should make more fantasy movies like this one." (B+)

Mike: "Having never read the book, I must say that I was pleasantly surprised with the movie. It kinda' reassured me that it is quite possible for Hollywood to make a decent fantasy movie. I hope the Lord of the Rings movie is a whole hell of a lot better though." (B-)

Price: "It was like a Readers Digest visual version of the book. It was overall very entertaining but lacked substance in the characters." (B-)

Dave: "Would have been nice if it would have been a real dragon." (B)

Ed: "Liked it, though it looked very Conanish. Needed more of a fantasy plot line." (B)

Kay: "Huh! What movie? Was it a romance? Nope, didn't see it then." (D)
(editors note: this is a very biased, and obviously slanted review. Please disregard it.)

If you look real hard at the scene where one of the Norse dudes gets his head ripped off you can see the Reaper miniature he's holding in his right hand. We think it's figure #2337, Ulf Wolfmane but we're not quite sure. No really!!

The Battle at Bannock Ridge

I am a beast that has no right to exist. I am dead but undying. I am free but my freedom is my curse. I am no longer a servant yet I am not truly a master.

I am Dragoth.

Dragoth the Defiler is the enigma of the Dire-dead. He was the general of all of Reaper War's armies. Yet those who served under him coveted his rank and position. While he served Reaper War in all things, plots were hatched against him. And when Dragoth lost a crucial battle, the conspirators - Carnessa the Terrible and the Deathmistress - were revealed.

My sin was that of pride. I never saw the blade poised at my back.

At the siege of Crothog, Dragoth was charged by Reaper War at breaking through Reaper Plague's defenses and capturing the mighty fortress. Dragoth personally led the charge, yet he was repelled three times at the gates of Crothog. After the third time, he fell back and began planning for the fourth attack. While he was regrouping, Carnessa and the Deathmistress attacked Crothog themselves and captured the fortress. They then cried out to Reaper War that Dragoth was not worthy to lead his forces - since they themselves had done what Dragoth could not. Reaper War, despite the thousand years of service by Dragoth, agreed - and cast Dragoth into chains.

All of my gains, forgotten. All of my glories, discarded. All I had left was shame.

When Reaper War brought his host to Adon, Dragoth came with him, still bound in chains. Reaper War had not decided precisely what to do with his failed general. Finally, Reaper War chose to destroy Dragoth. While the armies of Reaper War collected souls in Anhur, he brought Dragoth before him and began to eradicate his soul. However, something went wrong - instead of destroying Dragoth's soul, Reaper War set Dragoth free of his bondage. The two struggled for a moment, but Dragoth escaped. Reaper War sent Carnessa and the Deathmistress to pursue him, and then turned his attentions back to other things.

Freedom. Never had I tasted such a bitter and disconcerting thing.

Dragoth has been eluding the forces of Deathmistress and Carnessa for several weeks. He collected some of his former followers - including the Eradicator Hecklemeyer, who

serves Dragoth for his own twisted purposes, and an Embaulator called Jerach. His army has been driving through Heimdall, and strangely avoiding battle. The warriors of Heimdall are unsure what to make of this, but gladly avoid contact. Dragoth is seeking escape, not conquest.

To stop the minions of War, I must stop thinking like a minion. I do not dare face them in open battle. There must be another way.

Dragoth knows that he must find a way to defeat Reaper War if he is to survive. All of the Dire Dead owe their allegiance to a Reaper - except the Reapers themselves. His independence from them will not last if he cannot increase his power. And, perhaps, he has found a way.

To stop a Reaper, I must become a Reaper. To become a Reaper, I must have power. And to have power, one must simply take it!

Dragoth has learned of the mystic runestones that dot the countryside of the Gaelen Highlands. While he doesn't understand their power, he is compelled to learn more about them. If their power can be harnessed, Dragoth is determined to use them against Reaper War. The new obstacle he faces, however, is the highlanders who protect the runestones.

The Gaelen Highlands are a harsh but beautiful home, filled with a strong and proud people. The climate is cold, the weather constantly raining and dreary, the mountains tall and craggy. Those who live there love this land, and are made fierce and independent by it.

For hundreds of years, the highlanders were left to their own devices, fighting only amongst themselves and the occasional raiders from the south. This all changed when Ritterlich - the powerful militaristic empire to the southwest - turned its eyes upon the Gaelen Highlands and marched for a war of conquest. The highlanders fought bravely, but they were no match for the powerful, elite forces of Ritterlich. Ritterlich conquered the Gaelen Highlands, and the battles fought then are still sung about to this day. Even though they defeated the highlanders on the field of battle, Ritterlich has never been able to break the spirit of these people.

Today, battle comes again to the Gaelen Highlands. Highlander scouts reported that an army of the walking dead was headed toward the lands of the Rowan clan. The leader of the clan, Mason Rowan, called together his kinsmen and prepared for battle. In the minds of the clansmen,

there was no question. The clan would fight, walking dead or otherwise.

Mason Rowan stood atop Bannock Ridge with his son Quinn on his right and Garish McRae at his left. They watched as the Dire-dead spread out among the runestones at the bottom of the ridge, and they paid particular attention to the largest of them, who seemed to study the ancient carvings on the runestones with great interest. The rest of the walking dead seemed less interested in the runestones. Either way, they were quite a force. The highlanders were very certainly outnumbered - they were accustomed to that - but they were never outmatched.

As the sun fell below the horizon, Mason broke the silence. "Why do ye suppose they've come here?" he said, looking to Garish.

Garish thought for a moment before he replied. "This army o' the dead is unlike any other we ha' seen. They've not attacked any of the outlying hamlets or farms," he said, still looking towards the army of the Dire-dead. "They've come here for another purpose than merely addin' to their ranks."

"What, then?" asked Quinn. "What brings them here if not our lives?"

There was silence for another moment before Garish continued. "I canna' say. The walking dead are mysterious in their actions. But if they tamper with the runestones, it could be dangerous to us all. We canna' let that happen."

"Aye," said Mason. "The runestones ha' looked over us, and over our fathers before us; we must look after them as well. Ready the men. We attack."

The highlander army marches out to face the Dire-dead as they cluster strangely at Bannock Ridge, where a circle of runestones has stood for longer than any can remember. Unknowingly, the highlanders attack Dragoth as he is studying the runestones for the secrets of their power. As the highlanders come charging down to meet him, he forms his ranks and prepares to fight.

The highlanders are here to defend their land and the mysterious runestones upon them. The Dire-dead are here to find the power to defend Dragoth's independence. Neither side understands the goals of the other. The battle shall indeed be fierce.



Dragoth the Defiler

HIGHLANDERS

Victory Conditions: The only way to win is to destroy the opposing army. The player who kills or routs all enemy models from the table wins.

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
Mason Rowan Leader of Clan Rowan <i>Enchantments:</i> Tartan: +1 to Magical Defense	3	10"	9	+12	4	-	-	-	+6	-	+2	20	7	-	-	-	-	272	2303
Quinn Rowan Clan Rowan Champion <i>Skills:</i> +4 to Close Combat <i>Enchantments:</i> Tartan: +2 to Magical Defense	3	12"	9	+16	4	-	-	-	+4	-	+3	5	8	-	-	-	-	314	2286
Garish McRae Shaman for Clan Rowan <i>Skills:</i> +2 to Magic Attack	2	12"	7	+5	1	-	-	-	+3	+2	-	-	8	-	-	6	-	438	2291
Rowan Clan Warriors (10) with Weapons & Shields	2	12"	7	+2	1	-	-	-	-	-	-	-	-	-	-	-	-	760	6033
Rowan Clan Elders (10) Highlanders with Claymores	2	12"	7	+4	1	-	-	-	-	-	-	-	-	-	-	-	-	340	6008
Rowan Clan Warriors (10) Highlanders with Claymores	2	12"	7	+4	1	-	-	-	-	-	-	-	-	-	-	-	-	340	6008
Rowan Clan Archers (10) Highlanders with Bows	2	12"	6	+1	1	+0	30"	-	+0	-	-	-	-	-	-	-	-	410	6007
Rowan Clan Archers (10) Highlanders with Bows	2	12"	6	+1	1	+0	30"	-	+0	-	-	-	-	-	-	-	-	410	6007
Rowan Clan Horsemen (15) Mounted Highlanders	1	20"	6	+2	1	-	-	-	+1	-	-	-	-	-	-	-	-	285	2357
Rowan Clan Footmen (10) Highlanders with Spears	3	10"	7	+4	1	-	-	-	+1	-	-	-	-	-	-	-	-	300	6029

TOTAL POINTS 3869

DIRE DEAD

Victory Conditions:
The only way to win is to destroy the opposing army.
The player who kills or routs all enemy models from the table wins.

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
Dragoth the Defiler <i>Skills:</i> Causes Constant Morale Check <i>Enchantments:</i> Armour: +2 to Close Combat	3	16"	-	+12	4	-	-	-	+8	-	+3	20	8	-	-	-	-	383	2367 or 2056
Hecklemeyer <i>Skills:</i> Causes Constant Morale Check <i>Primary Ability:</i> Fear	2	13"	-	+2	1	-	-	-	+6	-	+3	-	6	6	-	-	-	301	2106
Jerach A Grim Reaper	4	8"	-	+5	1	-	-	-	+6	-	+2	10	6	-	-	4	6	339	2019
Dire Death Wraiths (2)	3	12"	-	+2	1	-	-	-	+6	-	-	-	-	-	-	-	-	98	2081, 2148
Death's Reign (20) Skeletons with Bows	2	10"	-	-2	1	-2	30"	-	+2	-	-	-	-	-	-	-	-	660	6003
Pain from Above (10) Skeletons with Bows	2	10"	-	-2	1	-2	30"	-	+2	-	-	-	-	-	-	-	-	330	6003
Cold Hand of Death (20) Skeletons with Halberds	2	10"	-	+0	1	-	-	-	+2	-	-	-	-	-	-	-	-	360	5003
Bones Unit (10) Skeletons with Swords	2	10"	-	-2	1	-	-	-	+2	-	-	-	-	-	-	-	-	100	6001
Chaos Unit (10) Armoured Skeletons w/ Swords	4	6"	-	+2	1	-	-	-	+4	-	-	-	-	-	-	-	-	340	2076
Pain Unit (10) Skeletons w/ two-handed Sword	2	10"	-	+0	1	-	-	-	+2	-	-	-	-	-	-	-	-	180	5009
Venom Unit (10) Skeletons with Crossbows	2	10"	-	-2	1	-1	20"	-	+2	-	-	-	-	-	-	-	-	330	2210
Death Dealers (5) Arachno Assassins w/ Swords	2	12"	-	+1	3	-	-	-	+2	-	-	-	-	-	-	-	-	225	5010
Arachno Assassin (1) Champion	3	10"	-	+3	3	-	-	-	+3	-	-	-	-	-	-	-	-	61	2192
Fallen Warriors of Rowan (20) Zombies	2	8"	-	-2	1	-	-	-	+3	-	-	-	-	-	-	-	-	200	2362

TOTAL POINTS 3907

October Releases

2345 Anhurian Elite Guard
 2346 Anhurian Cavalryman
 2347 Prince Denethor of Haldor
 2348 Krista, War Maiden of Ritterlich
 2349 Jon Otterman, Templar Spellcaster
 2350 Gruna, Barbarian Warrior of Heimdall
 2351 S'Athka, Lizard Tyrant Warrior
 2352 Venom, Female Vampire Warrior
 6031 Skeletal Crossbowmen (5)
 6032 Skeletal Command Pack (4)
 6033 Highlander Infantry (4)
 10004 Dragon Bone Catapult

Jim Johnson
 Jim Johnson
 Jim Johnson
 Bobby Jackson
 Bobby Jackson
 Mark Kay
 Ben Siens
 Jim Johnson
 Ed Pugh
 Ed Pugh
 Bobby Jackson
 Jim Bainbridge
 and Ed Pugh

2351 S'Athka
Lizard Tyrant Warrior2349 Jon Otterman
Templar Spellcaster2365 Orba Sinhan
Warlord of Taltos2356 Ta'Resk
Black Orc Warlord2348 Krista, War Maiden
of Ritterlich

2363 Ghost with Sword



November Releases

2353 Rat Swarm
 2354 Medusa
 2355 Bran O'Mannon, Highlander Lord
 2356 Ta'Resk, Black Orc Warlord
 2357 Highlander Cavalry
 2358 Lars Ragnarson, Kjorman Champion
 2359 Edwin McAndrew, Highlander Champion
 2360 Cardolan Longstrider, Ranger
 2361 Skeletal Cavalry
 2362 Highlander Zombie
 6034 Wraiths (4)
 6035 Ghouls (4)
 6036 Templar Knights (4)
 10006 Gauth the Great Dragon

Bob Olley
 Jim Johnson
 Bobby Jackson
 Sandra Garrity
 Bobby Jackson
 Sandra Garrity
 Sandra Garrity
 Jim Johnson
 Bob Olley and Ed Pugh
 Bobby Jackson
 Ben Siens/Bob Ridolfi
 Bob Ridolfi
 Bobby Jackson
 Jim Johnson

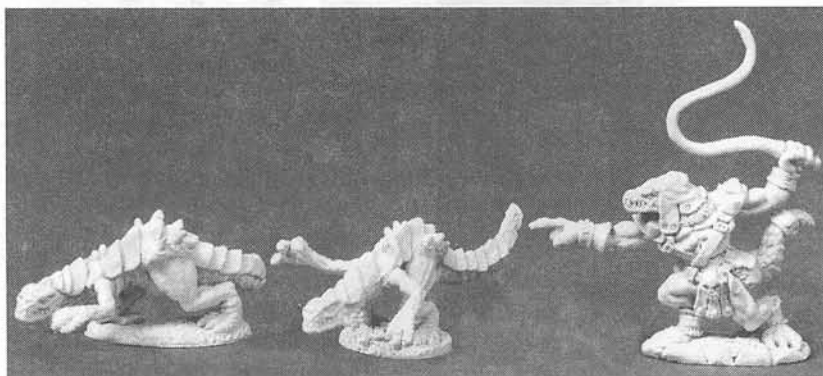
2352 Venom
Vampire Warrior2350 Gruna
Barbarian Warrior
of Heimdall2360 Cardolan Longstrider
Ranger

December Releases

2363 Ghost with Sword
 2364 Protector of Souls (painting contest winner)
 2365 Orba Sinhan, Warlord of Taltos
 2366 Dar Dimplefoot, Halfling Hero
 2367 Dragoth the Defiler
 2368 The Raven, Sorcerer of Haldor
 2369 King Denethall of Haldor
 2370 Luther Baldwin, Templar Commander
 6037 Barbarians of Heimdall (4)
 6038 Black Orcs (3)
 6039 Lizard Men w/Spears (4)

Mark Kay
 Ben Siens
 Jim Johnson
 Sandra Garrity
 Bob Olley
 Jim Johnson
 Jim Johnson
 Bobby Jackson
 Mark Kay
 Sandra Garrity
 Ben Siens

DARK HEAVEN DHA A P O C A L Y P S E UPDATES



Lizard Man Attack Pack #2331

Lizard Man Pack — #2331

Deep within the Malapango Jungle, there exists a species of man-sized, bipedal lizards. These lizards are intelligent and extremely aggressive, sometimes killing for sport rather than for food. Most often they will hunt in packs of four or more, herding their prey towards other hidden lizards. Their scaly hides are a greenish-brown with black stripes, while their feet and paws are equipped with long, sharp claws which they use to slash their prey to pieces. These beasts are also able to run nearly twice as fast as a human, and they are able to leap up to ten feet high. Some lizard men tribes in the Malapango region have managed to capture and train these bloodthirsty creatures, using them the same way humans use war hounds.



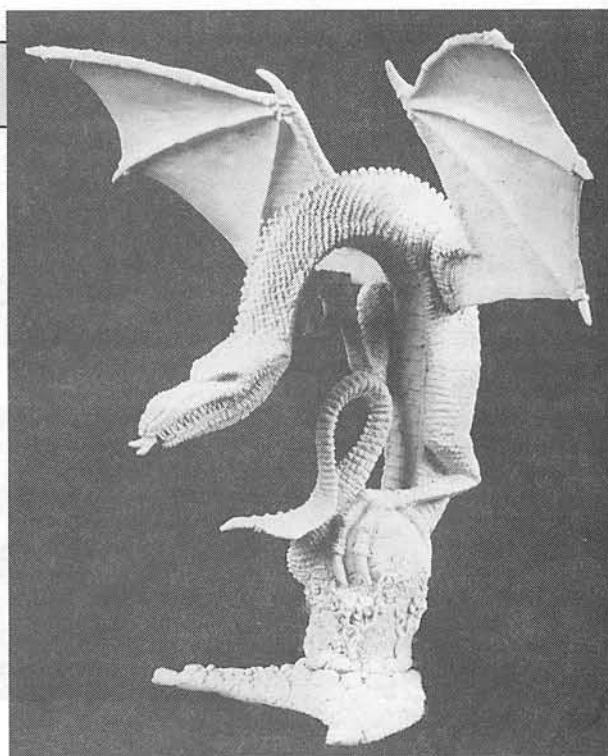
*Inquisitor of
Malvern #2331*

Inquisitor of Malvern - #2324, 2337

The inquisitors occupy a unique niche in the Malvern society - they are both leaders of the dark religious ceremonies to Khardullis, as well as caretakers of the general morale and religious fervor of the citizens and soldiers. What this means is that they are terrible and cruel, and that they love little more than seeing heretics sacrificed on the dark altars of Khardullis. Inquisitors are often roaming terrors to all involved - for few in the Malvern Empire can be considered free from their influence, and often mayors and petty government officials have been executed by them for failing to show the proper respect to the Grand Inquisitor. In battle, Inquisitors whip the Malvern forces into a frenzy of religious fervor, and then unleash them mercilessly upon their foes. To date, no one has ever captured an Inquisitor, for they carry a powerful poison that they ingest rather than being taken alive.

Wyvern- #2299

Wyverns of Adon are bloodthirsty monsters that are distantly related to dragons. These beasts have no forearms, but their long, stinger-tipped tails are capable of injecting a lethal venom. Wyverns have thick hides capable of turning the blow of a sword, and their great wingspans allow them to fly at a high rate of speed. They have voracious appetites, and they will gladly eat humans and livestock as easily as other wyverns. Some orc chieftains have learned to train wyverns as mounts.



Wyvern #2299

DESCRIPTION	CL	MM	MO	CCV	STR	RAV	R	TRA	RDV	MA	MD	COM	SF	PAG	AAG	CG	PL	COST	STOCK NO.
Skeletal Cavalry UD/Cav/Lt Armour	1	16"	-	-2	1	-	-	-	+3	-	+0	-	-	-	-	-	-	15	2361
Skeletal Cavalry DD/Cav/Lt Armour	1	18"	-	-2	1	-	-	-	+2	-	+0	-	-	-	-	-	-	15	2361
Highlander Cavalry Hum/Cav/Vet/Lt Armour	1	20"	6	+2	1	-	-	-	+1	-	+0	-	-	-	-	-	-	19	2357
Lizard Man Spearman LM/Inf/Reg/Lt Armour/Long Spear	2	12"	5	+2	1	-	-	-	+1	-	+0	-	-	-	-	-	-	18	2315
Lizard Man Attack Pack Handler LM/Inf/Vet/Md Armour/Long Spear Special: Uses whip as long spear	3	10"	6	+4	1	-	-	-	+2	-	+0	-	-	-	-	-	-	30	2331
Attack Pack Lizards LM/Inf/Reg/Md Armour/Fanatic Special: Not required to take mandatory fanatic movement while in contact with handler's base.	3	16"	7	+7	1	-	-	-	+5	-	+0	-	-	-	-	-	-	51	2331
Rat Swarm other/Inf/Levied/Fanatic/Lt Armour Skills: Inf swarm	2	12"	5	-2	1	-	-	-	-1	-	+0	-	-	-	-	-	-	4	2353
Acolyte Inquisitor of Malvern Hum/Inf/Mage/Reg/Lt Armour Enchantments: Robes, +1 to Racial Bonus	2	12"	5	+1	1	-	-	-	+1	+0	+0	-	-	-	-	1	-	54	2324 or 2337
Inquisitor of Malvern Hum/Inf/Mage/Vet/Lt Armour Enchantments: Robes, +2 to Racial Bonus	2	12"	6	+2	1	-	-	-	+2	+0	+0	-	-	-	-	3	-	82	2324 or 2337
Senior Inquisitor of Malvern Hum/Inf/Mage/Elite/Lt Armour Enchantments: Robes, +3 to Racial Bonus	2	12"	7	+3	1	-	-	-	+3	+0	+1	-	-	-	-	5	-	154	2324 or 2337
Black Legionnaire Hum/Inf/Elite/Hvy Armour/2HW Skills: +1 CCV Enchantments: +1 Racial Base	4	8"	7	+8	1	-	-	-	+3	-	+0	-	-	-	-	-	-	54	6019
Wyvern MM/Vet/Md Armour/10 STR/Flyer Special: Any Models defeated by the wyvern are at -2 to their SF due to the poisonous tail strike.	3	14"	6	+13	10	-	-	-	+7	-	+2	-	6	-	-	-	-	335	2299
Dragon Bone Catapult Lrg Catapult with crew of 4 Specials: Altered range. Optional PAG 3 Fear may be purchased for an additional cost of 15. With this option the catapult may fire either a normal ranged attack or the Fear spell using normal target point resolution.	4	-	-	-	-	3" radius	min 6 max 48	1	-	-	-	-	-	(3")	-	-	-	48 (63")	10004
Skeleton Artillerists UD/Inf/Art/LI Treat as regular for drift	2	8"	-	-2	1	-2	-	1	-3	-	+0	-	-	-	-	-	-	20	10004
Skeleton Artillerists DD/Inf/Art/LI Treat as regular for drift	2	10"	-	-2	1	-2	-	1	-2	-	+0	-	-	-	-	-	-	20	10004

Black Leginnaires- #2311, 6019

The Black Legionnaires of Malvern - the elite forces of Malvern, the Black Legionnaires are a fascinating study of controlled brutality. Rising through the ranks of the normal Malvern armies, Black Legionnaires are those who have proven their loyalty to Malvern, their devotion to Khardullis, and their prowess on the field of battle. They are single-mindedly devoted to their tasks - usually, the destruction of the enemy armies of Malvern. Black Legionnaires are not wasted in battle - they often serve as bodyguards to Inquisitors and War-Wizards, as well as forming units of immense shock infantry. When facing the Black Legionnaires, your only hope is that you are not taken alive.



Black Legionnaire #2311

Lizard Man Spearman #2315

**Lizard Man w/ Spear - #2315**

Lizard men are a hardy race of reptile-like humanoids that live across Adon. These primitive creatures maintain a tribal society and are primarily found in wet, swampy areas like bogs or marshes. The majority of lizard men tribes dwell in the Malapango Jungle in southern Adon, but some tribes are known to exist in the Fog Marsh, the Dark Moors and the Trollhome in northern Adon. Most tribes of lizard men are thought to be peaceful unless threatened, but some tribes are hostile to all non-lizard men. These hostile tribes should be avoided, as they are known devourers of human flesh. Lizard men are usually green in color with pale underbellies, but this varies depending upon the region.

DARK HEAVEN APOCALYPSE

DHA

Catalog

02001



**REAPER OF THE APOCALYPSE "FAMINE"
ON HIS UNDEAD HORSE**

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02020


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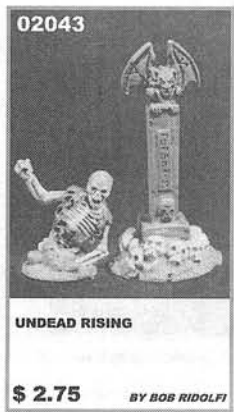
WOLF 	HAWK 	BAT 	FAIRY DRAGON 
CAT 	CAT 	FERRET 	

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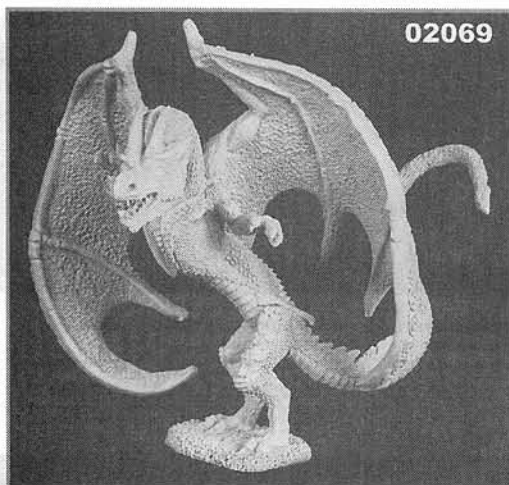
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SILVERHORN

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BY SANDRA GARRITY

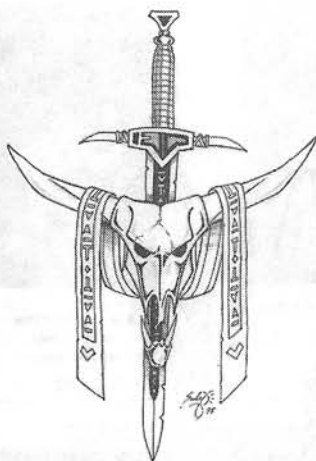


02069

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02074

02075



SIR WILLIAM THE
PEACEMAKER
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02076

02077

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\$ 2.25



02079

KOMRAY AND THE DOGS OF WAR

\$ 5.95

FOUR PIECES IN PACK

BY BOB RIDOLFI



02078

02080

02081

SKELETON

BY ED PUGH

\$ 2.00

GOLGOOTH THE
ANCIENT

BY BOB RIDOLFI

\$ 2.50

FOG WRAITH

BY BOB RIDOLFI

\$ 2.50



02082

02083

ANGUS STORMHAND
KING OF HEIMDALL
BY SANDRA GARRITY

\$ 4.95

SHANON STORMHAND
QUEEN OF HEIMDALL
BY SANDRA GARRITY

\$ 4.95



02084

02086

DAIN DEEPAXE
(DWARF)
BY SANDRA GARRITY

\$ 2.00

FARAMERE OF
VESTONIA
BY SANDRA GARRITY

\$ 2.50



02087

02088

02089

BROTHER LOUIS IV
FIRST CHRONICLER
BY SANDRA GARRITY

\$ 2.75

ARGUS STRONGHOOF
BY SANDRA GARRITY

\$ 3.95

SKELETON

BY BOB RIDOLFI

\$ 2.25

02090	02091	02092
		
THE DEATHMISTRESS BY BOB RIDOLFI \$ 2.25	LINDIR LIGHTARROW (ELF) BY SANDRA GARRITY \$ 2.25	ST. TARKUS, DIRE DEAD INQUISITOR BY BOB RIDOLFI \$ 2.50

02093	02094
	
VAN STORME, WARLORD OF WEISSBURG (VAMPIRE) BY BOB RIDOLFI \$ 4.50	PILLARS OF GOOD AND EVIL BY BOB RIDOLFI \$ 4.95


02095

ANGEL OF MERCY \$ 4.95 BY SANDRA GARRITY

02096

ANGEL OF DEATH \$ 3.75 BY BOB RIDOLFI





02097	02098
	
IVAN VON HELSTEIN (VAMPIRE) BY SANDRA GARRITY \$ 2.95	LILLITH THE SUCCUBUS BY BOB RIDOLFI \$ 2.75

02099	02100
	
DAR DIMPLEFOOT (HALFLING) BY SANDRA GARRITY \$ 2.00	TRISSA CLOVERHILL (HALFLING) BY SANDRA GARRITY \$ 2.00

02101	02102
	
JADE OF THE VEILS BY SANDRA GARRITY \$ 2.25	PLAGUE ZOMBIE BY BOB RIDOLFI \$ 2.25

02105	02106
	
LABELLA DEMORNAY BY BOB RIDOLFI \$ 2.25	HECKLEMEYER SKELETAL JESTER BY BOB RIDOLFI \$ 2.00

02103	02104
	
MURKILLOR THE WRAITH KING BY BOB RIDOLFI \$ 2.75	ARRIUS THE BLACK BY BOB RIDOLFI \$ 2.50

02107	02108	02109	02110
			
SIOBHANA OF WEISSBURG (VAMPIRE) BY BOB RIDOLFI \$ 4.50	MARSH TROLL BY SANDRA GARRITY \$ 3.25	PUCK PIPERDALE (HALFLING) BY SANDRA GARRITY \$ 2.00	DARBY DARKLEAF (HALFLING) BY SANDRA GARRITY \$ 2.00

02111



**GABRIEL DARKBLOOD
(VAMPIRE)**
BY SANDRA GARRITY

\$ 2.75

02112



**RAGNOR
THE BARBARIAN**
BY KEVIN CONTOS

\$ 2.25

02113



**SIR FALCO STEELCROSS
OF VESTONIA**
BY SANDRA GARRITY

\$ 2.50

02114



GALLADON
BY SANDRA GARRITY

\$ 2.95

02115



**MISHKA
THE MYSTIC
WITH FAMILAR**
BY SANDRA GARRITY

\$ 2.25

02116



CTHAL T'CHUK
BY SANDRA GARRITY

\$ 2.50

02117



HILL TROLL

\$ 4.50

BY SANDRA GARRITY

02118



**LYTHKORR
HERALD OF WAR**
BY BOB RIDOLFI

\$ 2.95

02119



KNIGHT TEMPLAR
BY SANDRA GARRITY

\$ 2.25

02120



**MELLONIR WINDRUNNER
(ELF)**
BY SANDRA GARRITY

\$ 2.25

02121



**ALLANAH
GREYLOFT**
BY SANDRA GARRITY

\$ 2.50

02122



KARRAS HEARTTHORNE
BY SANDRA GARRITY

\$ 2.25

02123



**CHRISTINA
THE DEVOUT**
BY SANDRA GARRITY

\$ 2.25

02124



**ORC WARRIOR
OF KARGIR**
BY SANDRA GARRITY

\$ 2.25

02125



GHOST WARRIOR
BY BOB RIDOLFI

\$ 2.75

02126



ARACHNO-ASSASSIN

\$ 2.25

BY BOB RIDOLFI

02127



GIANT MOUNTAIN TROLL

\$ 5.95

BY SANDRA GARRITY

02132



ZOMBIE WEREWOLF

\$ 3.25

BY BOB RIDOLFI

02135



**NORIN SILVERBEARD
KING OF THARGALL
(DWARF)**
BY SANDRA GARRITY

\$ 2.25

02136



**RAFAEL MALADONI
(VAMPIRE)**
BY SANDRA GARRITY

\$ 3.95

02137	02139	02140
		
SKELETON BY BOB RIDOLFI \$ 2.50	JEAN-PAUL DUCHAMPS WEREWOLF BY JULIE GUTHRIE \$ 2.25	CLEO GOLDPAWS WERETIGRESS BY JULIE GUTHRIE \$ 2.00

02141	02142
	
ALEXIS SPELLSINGER BY SANDRA GARRITY \$ 2.50	BEORN THE MIGHTY BY SANDRA GARRITY \$ 2.75


02143	02144
	
ELLADAN OF SILVEROAK (ELF) BY SANDRA GARRITY \$ 2.50	ERIC SWIFTBLADE SWASHBUCKLER BY SANDRA GARRITY \$ 2.25

02145	02146
	
GARGOYLE MATRON BY BOB RIDOLFI \$ 3.95	UNHOLY WARRIOR BY BOB RIDOLFI \$ 2.25

02147	02148
	
SPECTRE BY BOB RIDOLFI \$ 2.50	GUARDIAN WRAITH BY BOB RIDOLFI \$ 2.50

02149

GHOST QUEEN \$ 3.25 BY BOB RIDOLFI

02151

STARMANE \$ 4.95 BY SANDRA GARRITY

02150

RAINDANCER \$ 6.95 BY SANDRA GARRITY

02152	02153	02154	02155
			
FAFNIR OF KJORD BY SANDRA GARRITY \$ 2.95	KOTHMAR INQUISITOR OF KHARDULLIS BY SANDRA GARRITY \$ 2.75	DORIAN STARBOW (ELF) BY SANDRA GARRITY \$ 2.50	LIARA SILVERRAIN (ELF) BY SANDRA GARRITY \$ 2.25

02156



MUMMY OF HAKIR

BY BOB RIDOLFI

\$ 2.25

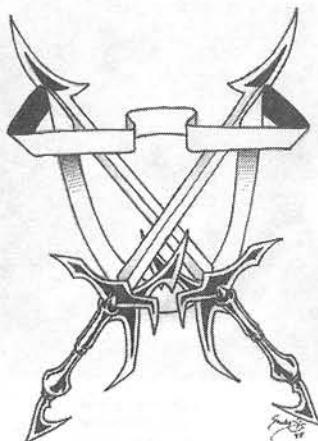
02157



UNDEAD AWAKENING

BY BOB RIDOLFI

\$ 3.25



02158



**ARACHNO-ASSASSIN
SERGEANT**

\$ 2.50

BY BOB RIDOLFI

02159



**ARACHNO-ASSASSIN
DEATH STALKER**

BY BOB RIDOLFI

\$ 2.95

02160



BLOOD WOLVES OF RITTERLICH

BY RICHARD KERR

\$ 3.00

02161



**DORN IRONSPIKE
(DWARF)**

BY SANDRA GARRITY

\$ 2.00

02162



**KNURL HAMMERSON
(DWARF)**

BY SANDRA GARRITY

\$ 2.00

02163



**AHLISSA OF
THE BLADE**

BY SANDRA GARRITY

\$ 2.25

02164



**MARDA OF
THE BLADE**

BY SANDRA GARRITY

\$ 2.25

02166



**KHALITH THE BLACK
MUMMY KING**

BY BOB RIDOLFI

\$ 2.50

02168



**MONTRIG
THE BLOODY**

BY JIM JOHNSON

\$ 2.50

02169



**DERXES THE
GHOST LORD**

BY JIM JOHNSON

\$ 2.75

02171



**GARRAMON OF
THE BAKARATHI**

BY JIM JOHNSON

\$ 3.50

02172



CERBERUS, KEEPER OF THE GATES

\$ 7.95

BY SANDRA GARRITY

02173



**SKYTHE, LORD
OF THE RIFT**

BY JIM JOHNSON

\$ 2.25

02174



**ORC WARRIOR
OF KARGIR**

BY SANDRA GARRITY

\$ 2.25

02175



**HARBROMM AXEHHELM
KING OF KRAGMARR**

BY SANDRA GARRITY

\$ 2.25

02176



MURIEL THE JUST

BY SANDRA GARRITY

\$ 2.25

02177



02178



02179



02180



**TALISHA HIGHBRINGER
(ELF)**
BY SANDRA GARRITY

\$ 2.25

**KNIGHT
TEMPLAR**
BY SANDRA GARRITY

\$ 2.75

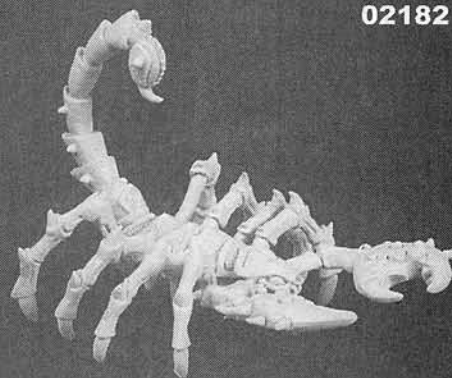
**KNOWL OF THE
BAKARATHI**
BY JIM JOHNSON

\$ 3.50

**DARK LORD
LOGAR**
BY BOBBY JACKSON

\$ 2.25

02182



GIANT SCORPION

\$ 7.95

BY BOB RIDOLFI

02181



**SIRITHIS
SUCCUBUS PRINCESS**
BY BOB RIDOLFI

\$ 2.95

02183



**QUEEN SHANON
OF HEIMDALL**
BY SANDRA GARRITY

\$ 2.50

02184



JONAS KANE
BY BOB RIDOLFI

\$ 2.75

02185



MUMMY RISING

\$ 3.95

BY BOB RIDOLFI

02186



**ALFRED REDLUTE
BARD**
BY SANDRA GARRITY

\$ 2.25

02187



GRIMM GRAYRUNE
BY SANDRA GARRITY

\$ 2.50

02188



KNIGHT TEMPLAR
BY SANDRA GARRITY

\$ 2.75

02190



ANGEL OF LIGHT
BY SANDRA GARRITY

\$ 4.95

02192



ARACHNO ASSASSIN
BY ED PUGH

\$ 2.25

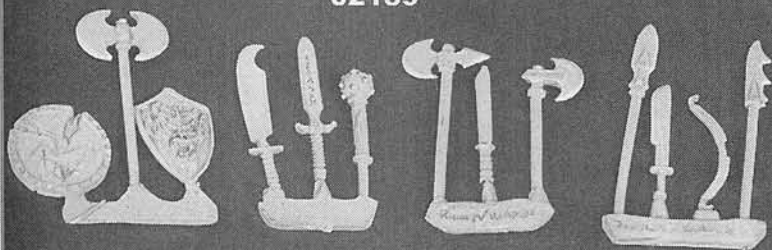
02194



**LORIEN
DAWNLIGHTER**
BY SANDRA GARRITY

\$ 2.25

02189



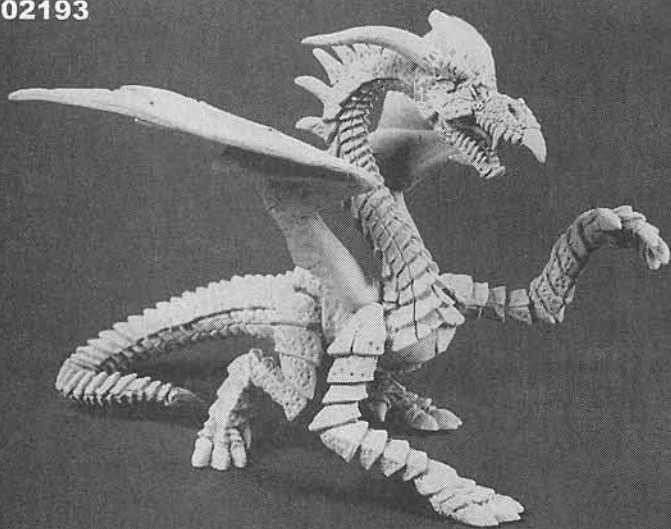
WEAPONS PACK I

\$ 4.95

BY SANDRA GARRITY & BOB RIDOLFI



02193



ABYZARAN THE FOREST DRAGON

\$ 10.95

BY STEVE SAUNDERS

02195



BLOOD IMP WARRIORS
WITH STANDARD

\$ 4.95

BY RENE PEREZ

02196



BLOOD IMP WAR BAND

\$ 4.95

BY RENE PEREZ

02197

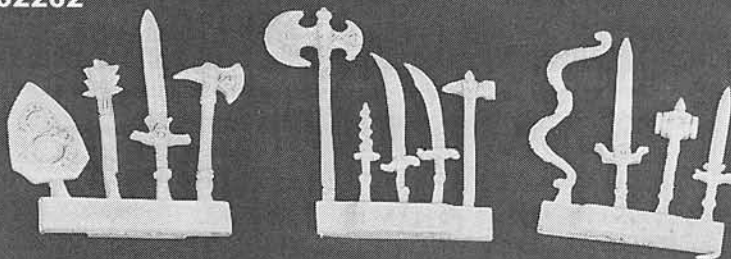


BLOOD IMP LORDS

\$ 4.95

BY RENE PEREZ

02202



WEAPONS PACK II

\$ 4.95

BY SANDRA GARRITY

02199



CLAUDIA VON MONDSTEIN

\$ 2.50

BY SANDRA GARRITY

02200



JUSTINE THE HOLY

BY SANDRA GARRITY

\$ 2.25

02201



NADIA OF
THE BLADE

BY SANDRA GARRITY

\$ 2.00

02204



SETHIS OF
ADIRI

BY BOB RIDOLFI

\$ 2.25

02205

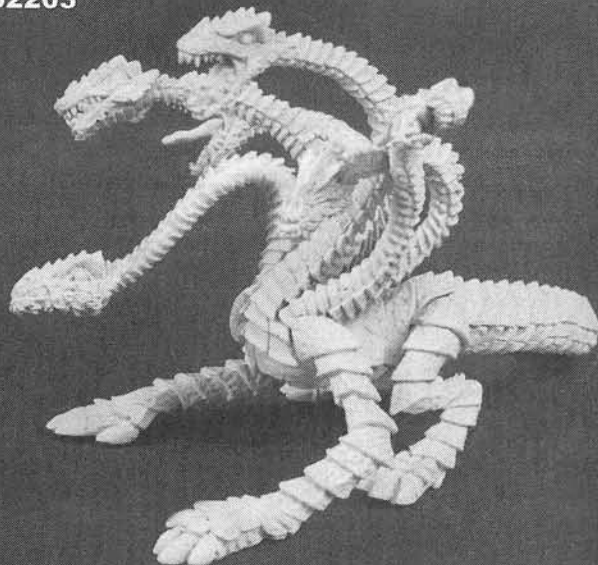


KRUPP WITH
GEMBALL STAFF

BY JULIE GUTHRIE

\$ 2.50

02203



HYDRA OF LERNA

\$ 11.95

BY STEVE SAUNDERS

02206



**PAZUZU WITH
GEMBALL STAFF**
BY JIM JOHNSON

\$ 3.00

02207



**FOALS
(2 IN PACK)**
BY RENE PEREZ

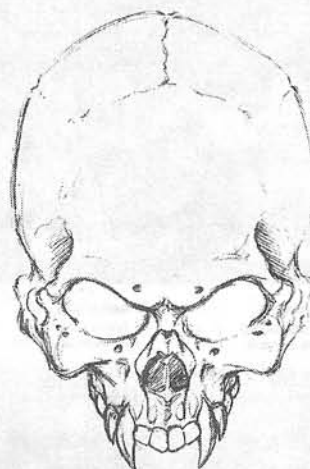
\$ 3.75

02208



**EWAN MCCULLOUGH
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25



TRUMP
1992

02209



WEAPONS PACK II

\$ 4.95

BY SANDRA GARRITY AND BOBBY JACKSON

02210



SKELETON

BY ED PUGH

\$ 2.00

02211



SKELETON

BY ED PUGH

\$ 2.00

02213



SKELETON

BY ED PUGH

\$ 2.00

02214



**SPIRITS
(2 IN PACK)**
BY ED PUGH

\$ 2.95

02215



GHOUL
BY ED PUGH

\$ 2.00

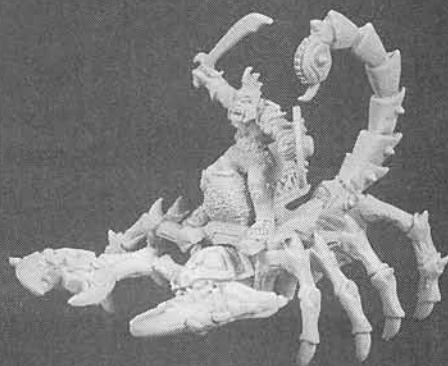
02216



KOSMO KILLER CLOWN
PAINTING CONTEST WINNER
BY RICHARD KERR

\$ 2.25

02212



MOUNTED ORC WARRIOR OF KARGIR

\$ 9.95

BY SANDRA GARRITY AND BOB RIDOLFI

02217



ROLLER GIRL
BY SANDRA GARRITY

\$ 2.25

02218



**ABRAXUS DIRE-DEAD
HERALD**
BY BOB RIDOLFI

\$ 2.95

02219



**DOMNU OF
THE SLITHE**
BY BOB RIDOLFI

\$ 2.75

02220



**HARKUS GHOST
KING**
BY BOB RIDOLFI

\$ 3.25



02221



**MORRDHA
VAMPIRE LORD**
BY BOB RIDOLFI

\$ 2.50

02222



**SEAN O'RYAN
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25

02223



**ZOMBIE WEREWOLF
WITH VICTIM**
BY BOB RIDOLFI

\$ 3.75

02224



ARMORED ZOMBIE
BY BOB RIDOLFI

\$ 2.25

02225



SKELETON
BY BOB RIDOLFI

\$ 2.25

02226



**ELDARION
(ELF)**
BY SANDRA GARRITY

\$ 2.25

02227



**PRINCE NICHOLAS
OF ANHUR**
BY SANDRA GARRITY

\$ 2.95



02228



GORD IRONHEAD
BY SANDRA GARRITY

\$ 2.00

02229



BRAG IRONBALLS
BY SANDRA GARRITY

\$ 2.00

02230



**GWYNETH
ROANMANE**
BY SANDRA GARRITY

\$ 3.95

02231



**SIR MIGUEL OF
RACHEAU**
BY SANDRA GARRITY

\$ 2.50

02232



**KARINA OF
THE BLADE**
BY SANDRA GARRITY

\$ 2.25

02233



**DANTRAG
HEIMDALL CHAMPION**
BY SANDRA GARRITY

\$ 2.25

02234



MONIQUE DE NOIR
BY SANDRA GARRITY

\$ 2.25

02235



VANESSA REDSTORM
BY SANDRA GARRITY

\$ 6.95

02236



**STUM JAGSTONE
(DWARF)**
BY SANDRA GARRITY

\$ 2.00

02237



**BALAN IRONBREAKER
(DWARF)**
BY SANDRA GARRITY

\$ 2.00

02238



**WILLIAM O'RYAN
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25

02241



**SHAMUS ROWAN
HIGHLANDER**
BY BOBBY JACKSON

\$ 2.25

02239

02240



MIA HARTSTORM

BY SANDRA GARRITY

\$ 6.95

**BLARKAN OF
THE BAKARATHI**

BY JIM JOHNSON

\$ 3.50



02242

02243

02244

02245



**IAN MCANDREW
HIGHLANDER**

BY BOBBY JACKSON

\$ 2.25

**ROBERT O'MANNON
HIGHLANDER**

BY BOBBY JACKSON

\$ 2.25

**LINROC BRIGHTRUNE
(DWARF)**

BY SANDRA GARRITY

\$ 2.25

**DERLETH THE
FEY**

BY SANDRA GARRITY

\$ 2.50

02246

02247

02248



ELQUIN THE DARING

BY SANDRA GARRITY

\$ 2.50

**ANGUS STORMHAND
KING OF HEIMDALL**

BY SANDRA GARRITY

\$ 2.25

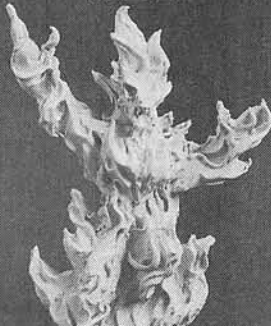
**ALYSCIA OF THE FOREST
PAINTING CONTEST WINNER**

BY BOB RIDOLFI

\$ 2.75

02250

02251



EARTH ELEMENTAL

BY SANDRA GARRITY

\$ 5.50

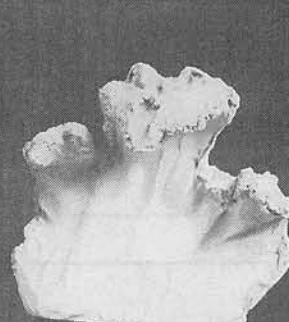
FIRE ELEMENTAL

BY SANDRA GARRITY

\$ 5.50

02252

02253



WIND ELEMENTAL

BY SANDRA GARRITY

\$ 5.50

WATER ELEMENTAL

BY SANDRA GARRITY

\$ 5.50

02255



GHOSTS

(2 IN PACK)

\$ 2.95

BY STEVE SAUNDERS

02254

02256

02257



**ALURA THE
SUCCUBUS**

BY SANDRA GARRITY

\$ 2.75

**ARACHNO-ASSASSIN
ARCHER**

BY ED PUGH

\$ 2.50

**SEAN O'CONNER
HIGHLANDER**

BY BOBBY JACKSON

\$ 2.25

02258



GROMDOOM OF THE BAKARATHI

\$ 3.50

BY JIM JOHNSON

02259



ORC WARRIOR
OF KARGIR
BY SANDRA GARRITY

\$ 2.25

02260



GAREB O'MANNON
HIGHLANDER
BY BOBBY JACKSON

\$ 2.25

02261



WILLIAM DRAKEHART
BY SANDRA GARRITY

\$ 6.95

02262



ORC WARRIOR
OF KARGIR
BY SANDRA GARRITY

\$ 2.50

02263



TREZZNA
BY SANDRA GARRITY

\$ 5.95

02264



DAVID WILLIAMS
BY BOBBY JACKSON

\$ 2.25

02265



WILLIAM MCANDREW
HIGHLANDER
BY BOBBY JACKSON

\$ 2.25

02267



BRIANNA OF
THE BLADE
BY SANDRA GARRITY

\$ 2.25

02268



MILES O'MANNON
HIGHLANDER
BY BOBBY JACKSON

\$ 2.25

02269



ASERLIS
LICHE LORD
BY BOB OLLEY

\$ 3.00

02270



GOLGOTH
THE ERADICATOR
BY BOB OLLEY

\$ 3.50

02271



BRUCE O'HUGH
HIGHLANDER
BY BOBBY JACKSON

\$ 2.25

02272



ORC WARRIOR
OF KARGIR
BY SANDRA GARRITY

\$ 2.25

02273




DEREK THE TALL
BY SANDRA GARRITY

\$ 6.95

02274	02275	02276	02277
			
DERN IRONFIST (DWARF) <i>BY SANDRA GARRITY</i>	WIGLAF, KJORD BERSERKER <i>BY KEVIN CONTOS</i>	PATRICK ROWAN HIGHLANDER <i>BY BOBBY JACKSON</i>	DEAN HAWKWOOD <i>BY JIM JOHNSON</i>
\$ 2.00	\$ 2.25	\$ 2.25	\$ 2.25

02278



DRAMAN OF THE BAKARATHI
BY JIM JOHNSON

\$ 3.50

02279	02282	02281
		
BAALBEK OF JALAHANDRA <i>BY BOBBY JACKSON</i>	GHOUL WARRIOR <i>BY BOB RIDOLFI</i>	CRYPT WRAITH <i>BY BOB RIDOLFI</i>
\$ 2.50	\$ 2.25	\$ 2.50

02283	02284
	
ORK WARRIOR OF KARGIR <i>BY BOB OLLEY</i>	ARACHNO-ASSASSIN WARRIOR <i>BY BOB RIDOLFI</i>
\$ 2.25	\$ 2.25

02285	02286
	
OSVICK STRICK OF KJORD <i>BY SANDRA GARRITY</i>	QUINN ROWAN HIGHLADER <i>BY BOBBY JACKSON</i>
\$ 2.25	\$ 2.25

02288	02287
	
GARNUK THE OGRE <i>BY BOB OLLEY</i>	ORK WARRIOR OF KARGIR <i>BY BOB OLLEY</i>
\$ 5.95	\$ 2.25

02289	02290	02291
		
OLAF, WOLF WARRIOR OF KJORD <i>BY BOBBY JACKSON</i>	FENRIS THE PALE <i>BY JIM JOHNSON</i>	GARISH MCRAE HIGHLANDER SHAMAN <i>BY BOBBY JACKSON</i>
\$ 2.25	\$ 2.50	\$ 2.25

02292



**DEREK
THE TALL**
BY SANDRA GARRITY

\$ 2.25

02293



**MIA OF
THE BLADE**
BY SANDRA GARRITY

\$ 2.25

02294



**THORONDIL OF
KRAGMARR**
BY SANDRA GARRITY

\$ 6.95



02298



DAMON NASHORN

\$ 2.25

BY JIM JOHNSON

02295



**JURGEN HEYERDALL
KING OF KJORD**
BY SANDRA GARRITY

\$ 2.95

02296



**WIGHT OF THE
WESTBARROW HILLS**
BY BOB OLLEY

\$ 2.95

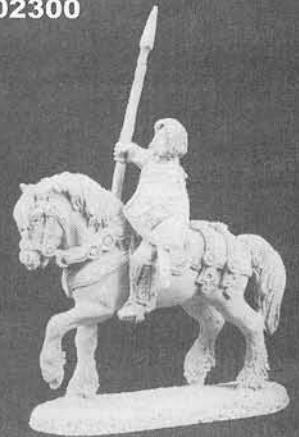
02297



**KABALLAH
THE COLOSSUS**
BY BOBBY JACKSON

2.50

02300



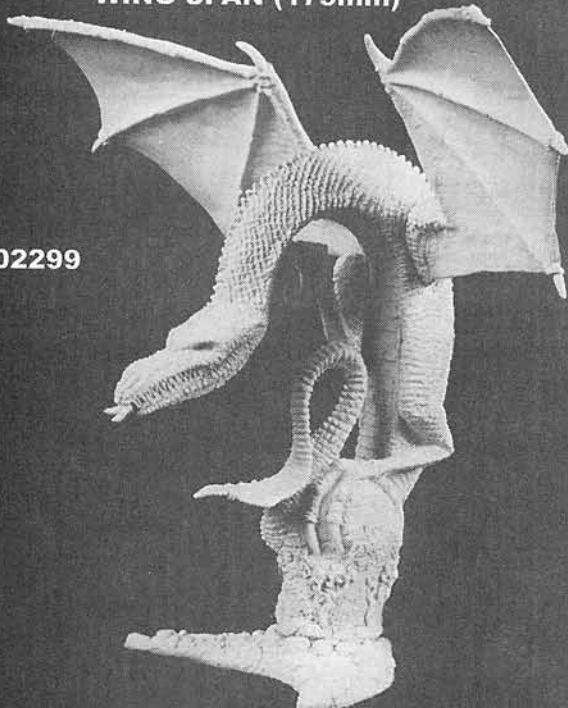
MOUNTED LANCER

\$ 6.95

BY SANDRA GARRITY

WING SPAN (175mm)

02299



BLACKSTING

\$ 15.95

BY KEVIN CONTOS

02301



**THORONDIL OF
KRAGMARR
(DWARF)**
BY SANDRA GARRITY

\$ 2.25

02302



**TOBIAS THE DARK
SPECTRE**

BY BOB OLLEY

\$ 2.95

02303



**MASON ROWAN
CLAN LEADER**

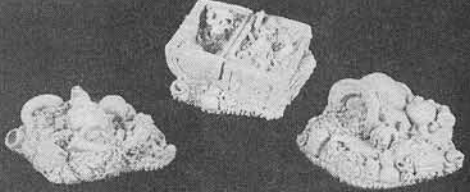
BY BOBBY JACKSON

\$ 2.25

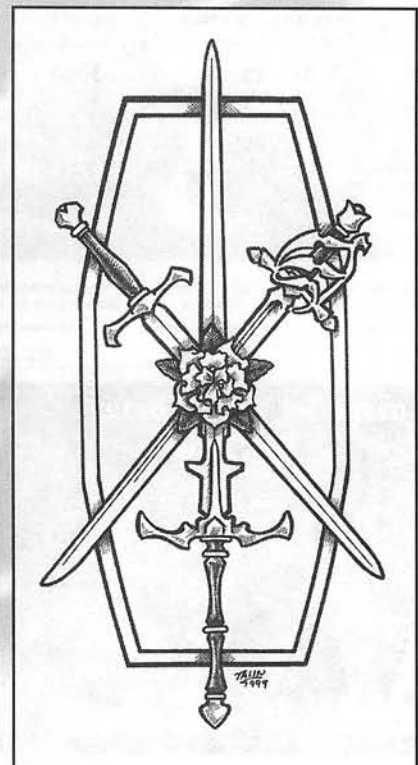
02304	02305	02306	02307
			
VANESSA OF THE BLADE BY SANDRA GARRITY \$ 2.25	REAPER OF THE APOCALYPSE WAR BY BOB OLLEY \$ 3.50	LOR GORNA WIZARD OF KJORD BY BOBBY JACKSON \$ 2.50	JOS GEBBLAR NECROMANCER BY JIM JOHNSON \$ 2.50

02308	02309
	
HURIN, CHAMPION OF ANHUR BY SANDRA GARRITY \$ 2.25	BATNA SUCCUBUS BY SANDRA GARRITY \$ 2.75

02310	02311
	
ST. TARKUS DIRE-DEAD INQUISITOR BY BOB OLLEY \$ 2.95	BLACK LEGIONNAIRE OF MALVERNUS BY BOBBY JACKSON \$ 2.25

02313

TREASURE HOARD I (3 PIECES IN PACKAGE) \$ 4.95
BY BOB OLLEY

02312	02314	02315	02316
			
VOURGHA OGRE LEADER BY BOB OLLEY \$ 5.95	GHOST BY MARK KAY \$ 2.25	LIZARD MAN WARRIOR BY BEN SIENS \$ 2.25	BROM, BARBARIAN CHAMPION BY MARK KAY \$ 2.25



02317



GRIM REAPER

BY BOB OLLEY

\$ 3.50

02318



**FERACH THE FURIOUS
ORC WARLORD**

BY BOB OLLEY

\$ 2.25

02319



**AMATHOR THE
ARCH MAGE**
BY JIM JOHNSON

\$ 2.50

02321



**BLACK ORC
WARRIOR**
BY SANDRA GARRITY

\$ 3.25

02322



**KLAUS TOTENHERTZ
VAMPIRE COMMANDER**
BY SANDRA GARRITY

\$ 2.25

02323



**FEANOR STARBROW
WOOD ELF KING**
BY SANDRA GARRITY

\$ 2.50

02324



**WAR WIZARD OF
MALVERNIS**
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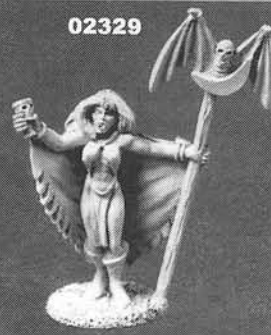
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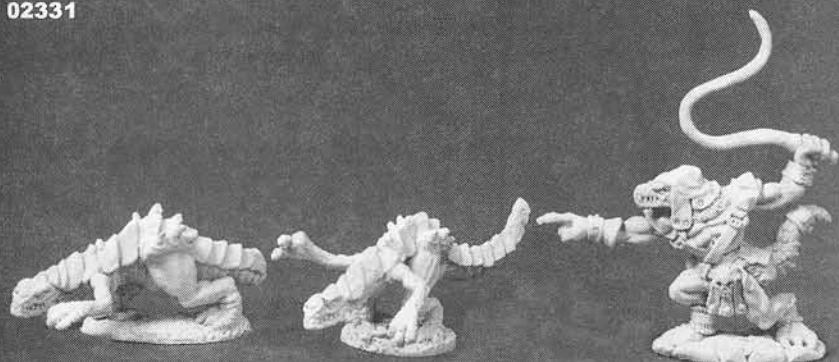


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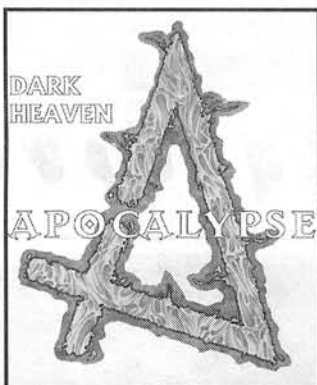
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HEROIC WIZARD**

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CATHERINE O'MANNON

BY SANDRA GARRITY

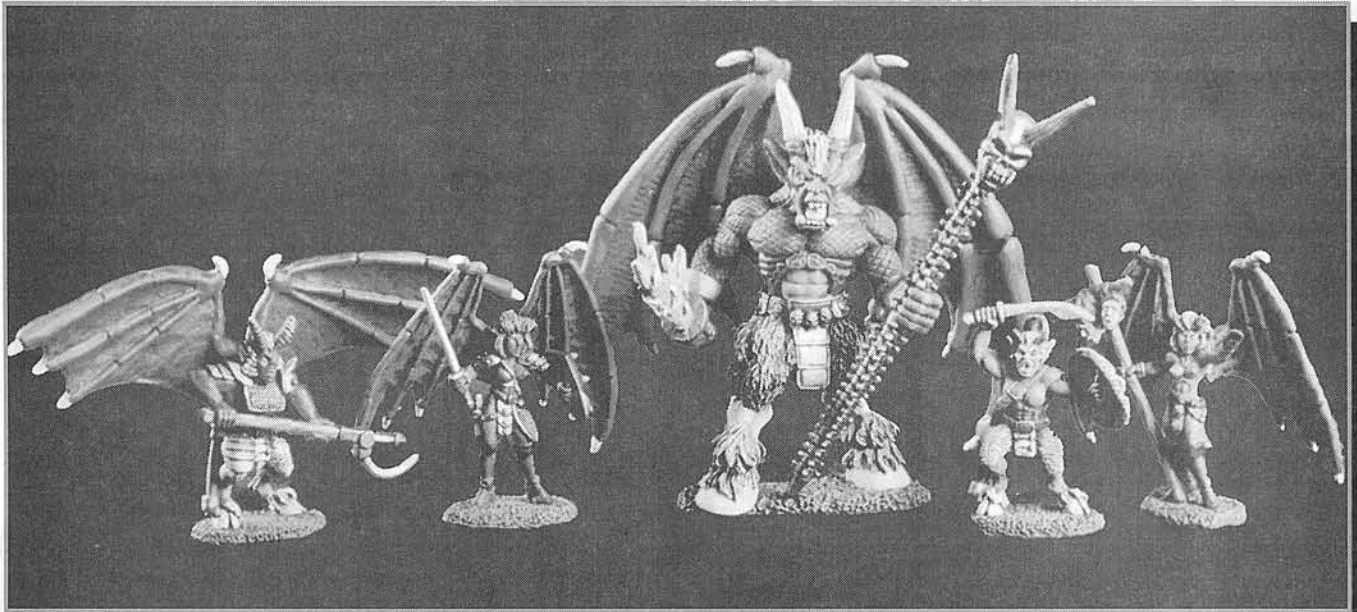
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Available in December

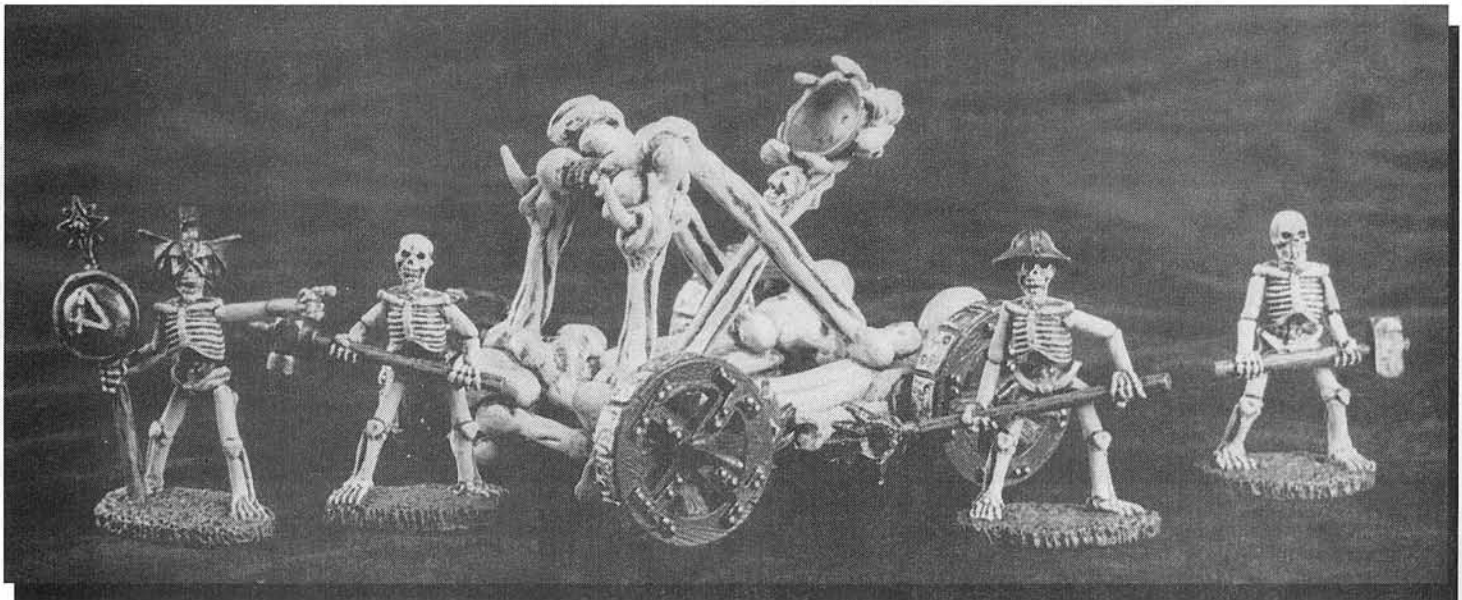


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Bone Catapult



DARK HEAVEN APOCALYPSE

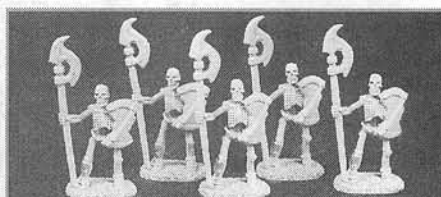
ARMY PACKS



05001 SKELETAL SWORDSMEN
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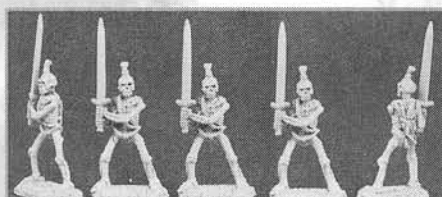
05002 SKELETAL BOWMEN
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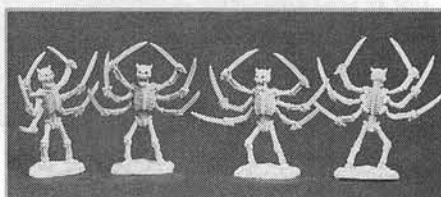
05003 SKELETAL HALBERDIERS
5 OF 02014 \$ 6.95



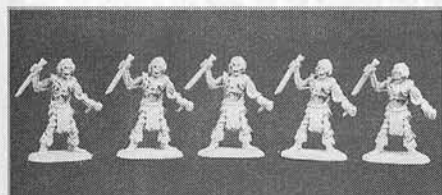
05008 SKELETAL AXEMEN
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DARK HEAVEN

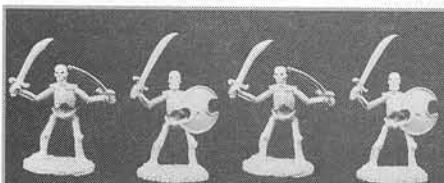
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**ALL PACKS CONTAIN FOUR FIGURES UNLESS
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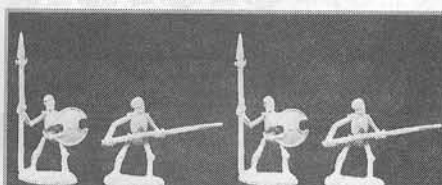
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06004 MEN AT ARMS OF ANHUR \$ 7.50



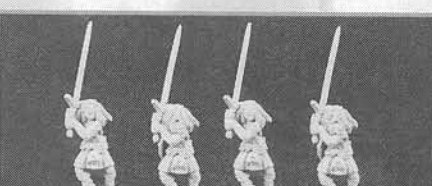
06005 SKELETONS \$ 7.50
5 MODELS IN PACK



06006 SKELETONS \$ 7.50
5 MODELS IN PACK



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06008 HIGHLANDERS WITH CLAYMORES \$ 7.50



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5 MODELS IN PACK



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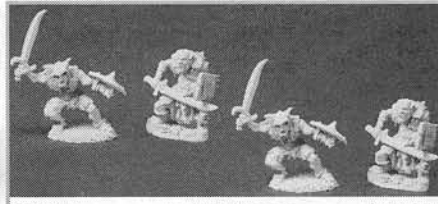
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06014 DWARVEN CROSSBOWMEN \$ 7.50



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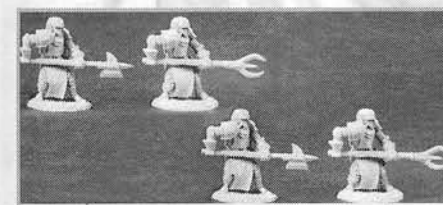
06016 ORC ARCHERS \$ 7.50



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06022 MEN AT ARMS W/ POLEARMS \$ 7.50



06023 ANHURIAN SWORDSMEN \$ 7.50



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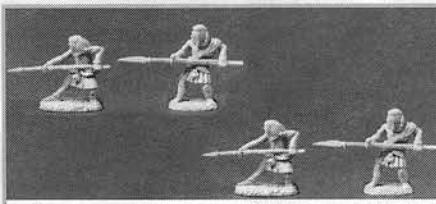
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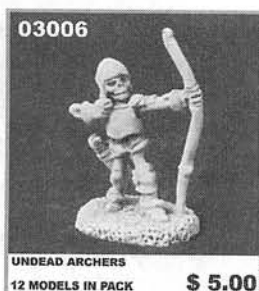
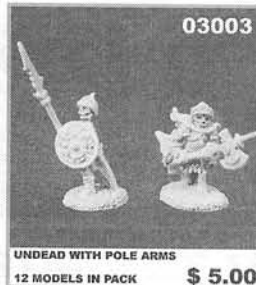
06030 MEN AT ARMS - ARCHERS \$ 7.50

SHADOW CORP

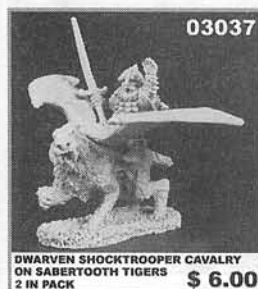
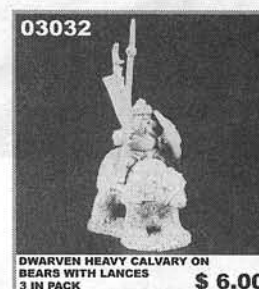
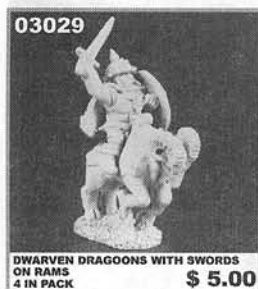
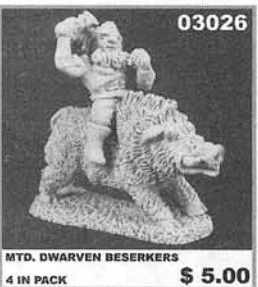
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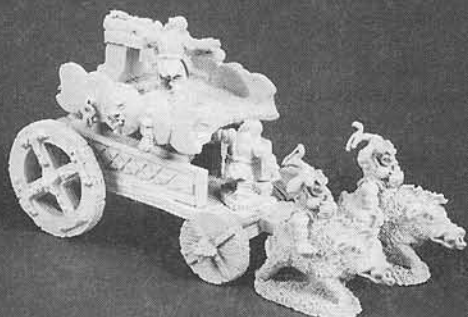


GOBLIN ARTILLERY WITH CREW

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ORC MORTAR AND CREW

2 GUNS & 7 CREW IN PACK

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03055



BLACK ORC SCORPION

2 MODELS IN PACK

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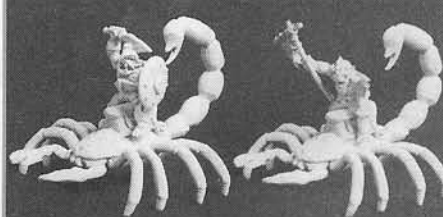


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FEMALE NINJA



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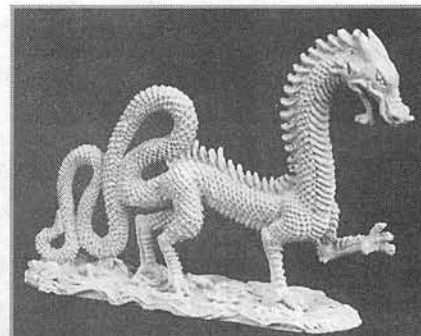
04026
ASHIGARU
BY KEVIN CONTOS



04027
BAKEMONO



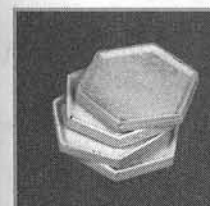
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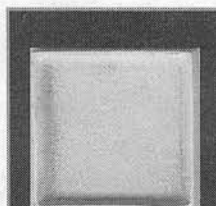
BATTLE BASES



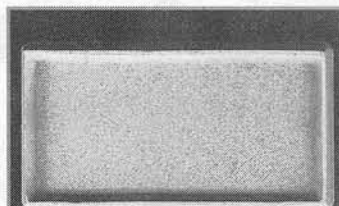
74004
SMOOTH BASE
HEX
25MM
4 IN PACK



74005
STONE BASE
HEX
25MM
4 IN PACK



74006
SMOOTH BASE
SQUARE
1 INCH
4 IN PACK



74007
SMOOTH BASE
RECTANGLE
1 IN X 2 IN
3 IN PACK

74004 \$ 3.25

74005 3.25

74006 3.25

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The Posterior End



The ass end of another crazy issue!

SOPHIE'S SOAPBOX

HEY THERE FELLOW GAMERS. I THOUGHT I'D GIVE YOU A LITTLE "SHOW AND TELL"... NO, NOT LIKE THAT. I'VE GOT ONE OF MY FAVORITE VIGNETTES TO SHOW OFF HERE. #10002 "THE RISING" HMM, ISN'T THAT AN INTERESTING TITLE... NOTHING GETS ME LIKE A VAMPIRE WHO CAN TAKE CHARGE AND RAISE HIS OWN UNDEAD. I JUST CAN'T WAIT TO GET MY, UM, BRUSH AND PAINTS ON HIM. A GREAT PIECE DONE BY SANDRA GARRITY, BOB RIDOLFI, AND ED PUGH.



#10002

\$12.95



And thus ends another issue of Casket Works. We hope you enjoyed everything, and please let us know what you'd like to see in upcoming issues. Speaking of upcoming issues, our January issue (#4) will contain all things dwarven. So all you dwarf fans out there better show up. We'll get a look at some new dwarven models and have a dwarf vs. gargoyle scenario. That's gonna be a tough fight...

We're giving Reaper in absentia Robert Allen a break from the Kargir Hunt. Not to fear though, Rob's epic campaign continues in Casket Works #5. We'll also review "The Gold Rush", a multi-player free for all that pits everybody against everybody! We played this scenario at Origins 99, and it was a hit! See ya in 90 days!

-Ron

The Right Cheek

The Left Cheek

Ah, another hallmark adventure through the pages of Casket Works. I don't know about you but I can't wait to get issue #4... oh wait... here it is... Hey, I didn't know the next issue is going to have a centerfold?! Oops... that's Ron's "other" magazine... my mistake.

Alright Reaper fans. Let us know what you think about Casket Works. Tells us where you'd like to see the magazine go (the toilet does not count), write in with comments, doodle us some funky drawings, give us feedback! Do it now, you're already at the end of the magazine. There is nothing left to do but write us here at Reaper and let us know how enlightened you are with our pulp. Then you can pick it back up and read it again.

-mike

NEXT ISSUE!

Dwarves vs Gargoyles, the age old struggle lives on.

The lowdown on Lizard Men.

Gold Rush! The DHA scenario you've been waiting for.

A full holiday report on all the parties that we'll be going to!

Top Secret info on CAV.

Ron wets his bed.

We're going Colour!!! Well, maybe, so don't hold your breath.

Dossier on the Kargir Hunt campaign from NATO.

Reaper attempts to console Dave on his lack of email from fans. (reaperdav@aol.com for those of you who want to help assist in this ordeal)

We review End of Days, Quake III, and Diablo II (hopefully)

All that and a bowl of corn nuts in three months. Bet'cha can't wait!

Reaper Wants You For Our Writing Staff!

So you think you have what it takes to be witty staff writer, don't you funny boy? You make your friends laugh, girls coo at your every punch line, and your mom thinks you used to write scripts for Seinfeld. Well, here's your chance to make the staff of Casket Works laugh and win \$30 worth of Reaper Products. Fill in the conversation bubbles and text boxes in the comic panels below and mail, fax, or email them to Casket Works here at Reaper Miniatures.

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Winner will be announced in Issue 4 of Casket Works. Reaper gives you permission to photocopy this page.

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Casket Works Issue #3

Comic strip artist - James Burrell

Hey, even Da Vinci had to start somewhere.



BABE WATCH

Well, it's time for another casting call for the Dark Heaven movie. This issue, we're gonna look at some possible choices for our favorite Sister of the Blade, Samantha! Samantha's character in Dark Heaven Apocalypse is a tough redhead, so let's take a look, shall we?



#2047, Samantha of the Blade. It's hard to imagine that metal can look that good.



The great Nicole Kidman. Hey, man, look no further than Mr. Cruise's wife. She's got the red hair, she's a babe, and I wouldn't screw around if I met her and she had a two handed sword!



Laura Prepon from That 70's Show. Hot damn she's hot!



Angie Everheart, in the soon to be released Reaper Lingerie Catalog. Okay, but we can dream!

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